

ISSUE NO.  
**221**  
JULY



GAME TRADE MAGAZINE

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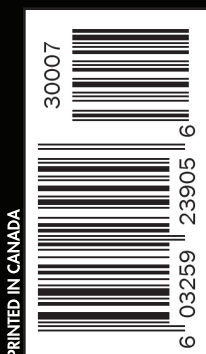
\$3.99 \$3.72

# STAR WARS X-WING



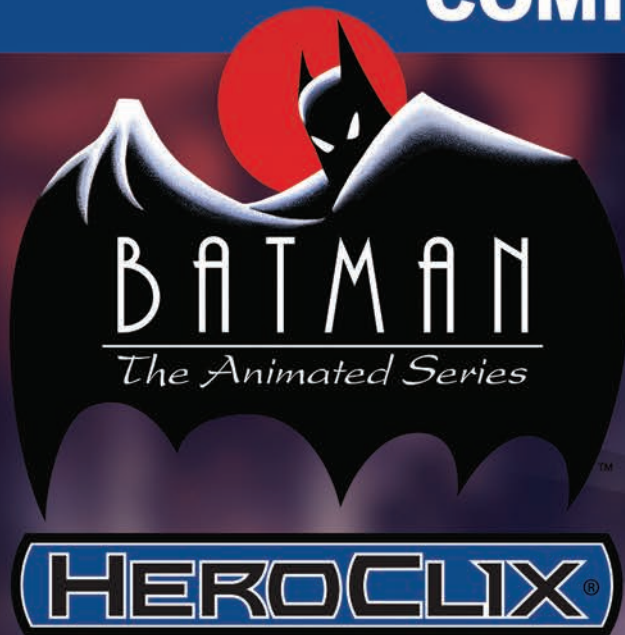
## IN THIS ISSUE:

- HE IS VENGEANCE! HE IS THE NIGHT! *THE BATMAN ANIMATED SERIES* COMES TO DC HEROCLIX IN THE LATEST EXPANSION FROM WIZKIDS!
- DECLARE WHO YOUR HOUSE FIGHTS FOR IN THE WAR FOR WESTEROS IN CMON'S *A SONG OF ICE & FIRE* TABLETOP MINIATURES GAME!





# COMING JULY 2018



Includes heroes and villains of Gotham, Justice League Unlimited, Batman Beyond, and the Super-Friends!

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Dice & Tokens SKU: 73170  
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Brick SKU: 73165  
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## COVER STORY



### X-Wing - Second Edition

"All squadrons report in!" Fantasy Flight Games launches their fan-favorite *Star Wars* dogfighting game into the future with the release of *X-Wing - Second Edition*!

by Fantasy Flight Games

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by WizKids/NECA

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The popular and highly rated city building game (7.49 on BGG) finally comes to America!

“It made my top 10 of the year”



“This is the city building game I wanted to make”



Street Date  
August 1<sup>st</sup>



In *Warsaw: City of Ruins*, players will build a district of Warsaw from the 1600s through to the present day. Can you create the most successful district while weathering the destruction of two World Wars?

- Over 35 historical Warsaw landmark tiles
- Unique in city building games since you have to destroy and build over tiles.
- Translated version of the game *Capital*





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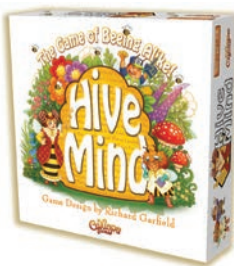
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*In the name of the Moon, I'll punish you!*

Sailor Moon Crystal Dice Challenge is a dynamic and energetic dice combat game that's quick to play, easy to teach, and highly portable for playing at game stores and anime/gaming conventions.

**\$34.99**

*Suggested Retail Price*

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## Greetings Dear Readers!

Welcome to the July issue of *Game Trade Magazine*. Summer's in full swing and you know what that means - it's HOT-HOT-HOT out there!

Good thing we all know the best way to beat the heat is to stay indoors and enjoy our favorite games. If this issue is any indicator, there are some pretty FANTASTIC games out there to break out at your next get together.

Whether you sit down with a classic like *Tsuro*, from Calliope Games, or a new twist on an old favorite a la the *Lunch Rush* variant for *Pairs* from Cheapass Games, you're bound to have a good time with a friend or four!

However, if you're in the market to try a few new maneuvers on a fan-favorite, then definitely check out the next iteration of interstellar dogfighting with *Fantasy Flight Games' X-Wing Second Edition*.

Or perhaps you're inclined for something more along the lines of caped-crusading justice? If so, become the night with the latest *DC HeroClix* expansion from WizKids - *Batman: The Animated Series*.

But if you want perhaps a little more gravitas with your miniatures skirmishes, well, you must check out *A Song of Ice and Fire* from CMON! Westeros comes alive on your tabletop as the forces of the King of the North battle against the Iron Throne!

Wow, we're definitely talking a lot about minis this issue - I suppose it's fortuitous then that this issue marks the premiere of a new monthly feature aimed at painting minis! Dave Taylor brings his wit and wisdom to *GTM* with *Painting Happy Li'l Minis* (the PRINT edition! :), and you can catch the livestream each Tuesday and Thursday from our in-house studio at [facebook.com/GameTradeMedia/](https://www.facebook.com/GameTradeMedia/)!

Of course, this is still just the tip of the iceberg for what we've got in store for you in this issue of *GTM*. Along with all of the fantastic regular content, we have a sneak-peek at the latest from Smirk and Laughter - *Koi*, *Pantone* from Cryptozic, and so much more!

Last, and certainly not least, we hope you enjoy the enclosed exclusive *BarBEARian: Battlegrounds* promo card from Greenbrier Games!

So, without further ado, I bid you welcome to your latest issue of *GTM*.

Game on, everyone!

-JG



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# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME



## HEART OF THE ELDER'S

### MYTHOS PACK

Trapped at the entrance of an ancient cavern, your expedition comes to a halt. Now, you must face the dangers of the jungle in the third Mythos Pack for *The Forgotten Age* cycle of *Arkham Horror: The Card Game*. A mistake could mean death, but how long can you investigate as your supplies dwindle?

Arkham Horror The Card Game:  
Heart of the Elders Mythos Pack  
AHC22 | \$14.95



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

### GAMES

#### ALLIANCE GAME DISTRIBUTORS

##### SPOTLIGHT ON



**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM 203 \$3.99

#### ALC STUDIO



**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Boon").  
AUC FZ02 \$19.99

#### KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**PI**  
Your store will set the price for all items labeled "PI". Check with your retailer.

### GAMES

#### INFLATABLE WW2

Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AUC #HSH003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AUC #HSH001 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
AUC #HSH002 \$15.00

#### SPOTLIGHT ON



**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a goblin herself? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.  
AUC #HLAB01 \$50.00

#### ALDERAC ENTERTAINMENT GROUP

##### SPOTLIGHT ON



**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Uld. The druid clans are now harnessing the power of arcane magic to resist the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!  
AEG 5864 \$29.99



**SIEGE**  
Brims & Brims! As a would be King, you control a castle of brave warriors and mighty subjects. To win you must move your forces wisely, defeat your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defeat your last and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.  
AEG 5884 \$24.99

### ASMODEE EDITIONS



**AYE DARK OVERLORD! (THE GREEN BOX)**  
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016.  
AEM 5711 \$24.95



**AYE DARK OVERLORD! (THE RED BOX)**  
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - last they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wit to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.  
AEM 5710 \$24.95

### DEUS: EGYPT EXPANSION

Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 95 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to swap out entire groups, or use the entire new deck on its own. Scheduled to ship in December 2016.  
ASM DEU02 \$29.99

### ATLAS GAMES

#### OFFERED AGAIN

##### O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's set in a remote and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!  
ATG 1370 \$14.95

### AVALANCHE PRESS

#### KOREAN WAR COUNTER ATTACK

Driven back into the Pusan Perimeter, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-on forces surging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.  
APL 0329 \$39.99

### BATTLEFIELD PRESS

#### D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG

Celebrating 30 Years of Nihon's Manga Craze! Jeremy Fahey's just your average high school kid living in Omeiga, your not-so-average small town. Then, two lovely young ladies enter his life. Adikun "Adi Koo" Adikun, heir to a ninja clan, and Princess Aoi of Sakai. Both are silent on marrying him for their own benefit. Can Jeremy survive their affections and weepary long enough to take their love away from them? Based on the fan-favorite anime series created, written, and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with an different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magus. Scheduled to ship in December 2016.  
BPP 0451 \$39.95

### BATTLEFRONT MINIATURES

#### DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF F1053 \$40.00



**FROST GIANT**  
GFF F1054 \$40.00



**STORM GIANT ROYAL GUARD**  
GFF F1052 \$50.00

### BELLWETHER GAMES



**DROP SITE**  
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop quickly to matching targets on the ground, will your opponents cause your pockets to be left? Scheduled to ship in November 2016.  
BWP BWR011 \$10.00

### BRAIN GAMES



**GAME OF TRAINS**  
Be the first to get your trainees home in ascending, sequential order in Game of Trains! Scheduled to ship in August 2016.  
BGP 5175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# STAR WARS X-WING™

## INTRODUCING SECOND EDITION

### A New Era of Starfighter Combat

Star Wars X-Wing

SWZ01 | \$39.95 | Available 3rd Quarter 2018



From the skies of Scarif to the climactic clash above Endor, starfighters have played a pivotal role in almost every defining battle of the Galactic Civil War. Since its release, *X-Wing*™ has allowed players to recreate these thrilling battles on their tabletops, swooping into battle alongside iconic pilots like Luke Skywalker and Darth Vader. Soon, your players will be able to enter a new era of interstellar combat in *X-Wing Second Edition*, a game of daring space combat for two players!

*X-Wing Second Edition* invites players to enter the *Star Wars* galaxy and command their own squadron of advanced starfighters in thrilling, tactical space combat. Following in the footsteps of the first edition, the second edition refines the intuitive and exciting core formula of maneuvering ships into position by placing a central focus on the visceral thrill of flying starships in the *Star Wars* galaxy. Three factions present unique strategies and ships to fly, and conversion kits allow players to bring their collection of first edition ships seamlessly into second edition. Finally, with the new squad builder app, players can customize their own squadron easier than ever before, getting them into the fight as quickly as possible.

### Move to Attack Position

During an *X-Wing Second Edition* battle, players use their squadron's unique capabilities to gain an advantage in the thick of combat. Each *X-Wing* ship flies differently, with its own set of maneuvers ranging from gentle banks to aggressive Koiogran turns. As in the game's first edition, it's necessary to use every ship to the fullest in order to strategically position ships.

As they move, players enter a tense duel where they are free to choose their plan of attack. In addition to its unique maneuver dial, each ship can perform an array of actions to get in the perfect position, deal more damage, or slip away from enemy ships. Whether they choose to acquire a target lock or barrel roll out of an enemy's firing arc, the actions that players take affect the course of the battle and determine the fate of their squadron.

Now, in the second edition of the game, players' actions offer greater strategic depth than ever before. Some actions are red and induce stress when they are used. Other actions may be linked, allowing them to be chained together and push the limits of how a ship can handle in a dogfight!

### Use the Force

The Force is an iconic part of the *Star Wars* galaxy, and some of the best pilots, including Luke Skywalker and Darth Vader, have been able to use this energy source to push themselves—and their starfighters—to the limits.

Fittingly then, *X-Wing Second Edition* introduces Force powers into the game, giving Force-sensitive pilots an extra edge in the heat of battle. Pilots with the ability to exert their influence over the Force have Force charges that they can spend to perform awe-inspiring feats, far beyond the abilities of normal pilots.

At their most basic, these charges can be spent to improve a pilot's aim or give them an extra push to avoid incoming fire. But when they're paired with upgrade cards, Force-sensitive pilots become even more versatile. Upgrades that require Force charges can make Force-sensitive pilots more perceptive of their surroundings, give them supernatural reflexes, or even allow them to reach out and sense where their opponent will move next.

### Ship to Ship

*X-Wing* is known for bringing starships from across the *Star Wars* galaxy to life in beautifully-detailed miniatures. On top of the T-65 X-wing and two TIE fighters included in the *X-Wing Second Edition Core Set*, the many *X-Wing Second Edition* expansions give players plenty of options for building a squadron that fits their playstyle.







Whether you prefer the versatile starfighters of the ragtag Rebel Alliance, the speed and overwhelming numbers of the Galactic Empire, or the unpredictability of the galaxy's most wretched Scum and Villainy, all three factions will be represented at launch. New players can expand their collections with *X-Wing Second Edition* ship expansions while veterans can use each faction's conversion kit to bring their collection of first edition ships into the game's second edition.

Each conversion kit contains a massive array of second edition cards, tokens, and maneuver dials for the ships released in the game's first edition. Between the conversion kits and the support offered by the *X-Wing* squad builder app, players have everything they need to completely customize a squadron at launch.

## Man Your Ships

Once they've chosen a faction, it's time for players to build their squadron. *X-Wing Second Edition* gives you a massive amount of freedom to select the ships, pilots, and upgrades that you want to fly. Ace pilots such as Luke Skywalker and Iden Versio bring special talents to the fray, giving them an advantage over other pilots. On top of the tricks that your pilots can bring to the battle, aces and rank-and-file pilots alike can upgrade their ships with modifications, secondary weapons, astromech droids, and special skills that add new variety and tactical depth to every game.



*X-Wing Second Edition* makes pulling all of these elements together into a squadron easy with the new squad-builder app and website. This squad-builder gives players full control over the pilots and upgrades in their squadrons. Rather than having ship and upgrade costs printed directly on cards as in the first edition of *X-Wing*, these point values and upgrade slots are now governed by the app. Additionally, the squad-builder tracks all point values and upgrade slots available to a ship at any time while explaining the rules of squad-point building and enforcing these rules so that players do not accidentally build illegal squads.

## A New Beginning

A new day is dawning on the *Star Wars* galaxy as iconic starfighters enter epic combat. Experience the next era of interstellar *Star Wars* battles with *X-Wing Second Edition*!



XWING.COM

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# CATAN

## HISTORIES

### RISE OF THE INKAS™

Long before the Inkan Empire rose to prominence, other kingdoms dominated Andean regions of South America.

Many of these tribes were displaced or absorbed by other cultures. In turn, those kingdoms gave way to new civilizations culminating at the Inkan Empire. The Inka were able to assimilate the advances of these other tribes, founding an empire that extended from present-day Ecuador to central Chile.



## Game Play

*Catan: Rise of the Inkas* follows many of the same *Catan*® rules with a number of changes. Over the course of the game you will play across three eras, managing the rise and eventual decline of your tribes. The game begins in classic *Catan* fashion, with each player placing 2 settlements and roads. After each era, your current tribe will go into decline and you will establish a new tribe's settlement to continue the game.

## Activation & Decline

When your next tribe's era begins, remove all of the declining tribe's roads, and put vines on all of its settlements and cities to indicate that they may no longer build. Then place a new settlement without spending resources on a free spot on the board, following the distance rule.

Each of your tribe's settlements and cities produces as long as it is in play, even while in decline. However, any player may build on a city or settlement in decline. The new settlement is built as normal and is a part of the player's current era. When your third and final tribe activates, you will also remove any of your first era pieces still in play. If your third tribe reaches 3 victory points you win.

## Resources & Commodities

*Catan: Rise of the Inkas* uses the standard building costs with geographical differences to reflect the region; such as potatoes in place of wheat and alpacas instead of sheep! You are now perpetually able to trade resources with the bank at a rate of 3:1.

Three new commodities can be produced as well: fish from the sea, and feathers and cacao from the jungle. Commodities are handled like other

resources and may be traded with the other players. You may trade 2 of the same commodity with the bank, to obtain a resource of your choice. You may trade a set of 3 different commodities for any two resources of your choice.

## Development Cards

Development cards in *Rise of the Inkas* are era dependent. A number of these cards are not available until every player has reached the second era. Each Combat Arts development card you play increases the number of resource cards you can hold in your hand by 1, in addition to chasing the robber away. This will protect more of your resources when a 7 is rolled.

## Longest Trade Route & Mightiest Combat Arts

Longest Trade Route replaces Longest Road and only requires 3 or more continuous roads. Instead of granting you victory points you may trade 2:1 once during your turn.

The Largest Army advantage is replaced by Mightiest Combat Arts and only requires 2 or more Combat Arts development cards. If you hold this advantage, you may move the robber to a jungle section of the frame and take a resource of the type produced by the hex the robber was removed from.

## A New Era!

*Catan: Rise of the Inkas* confronts you with new strategic challenges, bringing a fresh design to the classic *Catan*. A welcome addition to any collection, *Catan: Rise of the Inkas* will immerse you in the rise of one of history's most influential tales of cultural development.



# CATAN

HISTORIES

## RISE OF THE INKAS™

**TIME TO BEGIN A NEW ERA!**







**DC HEROCLIX: BATMAN THE ANIMATED SERIES BOOSTER BRICK (10)**  
**WZK 73165 ..... \$129.90 | Available July 2018!**

In 1992, the world was introduced to what some consider “the greatest animated TV series of all time.” Now, 26 years later, *Batman: The Animated Series* still ranks as one of the best adaptations of the Dark Knight, and WizKids is excited to announce that same influence will be making its way to the world of *HeroClix*. DC Comics *HeroClix: Batman: The Animated Series* will be bringing iconic characters, settings, and stories to the tabletop. Each figure in the set has been specially sculpted with the series in mind, giving them a unique look as they move seamlessly from the TV screen into your hands!

The popularity of *Batman: The Animated Series* spawned a slew of spin-offs and side series, many of which hold a high ranking in the hearts of fans. This special *HeroClix* set will feature subthemes with figures from those same shows. Expect to see characters from *Justice League Unlimited*, *Batman Beyond*, and *The Zeta Project*. In addition to those, this set pays homage to one of the original DC animated series, *The Super Friends*!



Besides showcasing characters from beloved classic TV series, this set has lots to offer players, both veteran and new to the game. Among them are new shared traits and mechanics that are being introduced. First is “Gotham City Crime Boss,” which appears on several enemies in Batman’s Rogue Gallery, like 027 The Penguin, for example. The trait provides Leadership and Mastermind, and when the roll for Leadership succeeds, instead of removing an action token, a 005 Suited Henchman is generated! The big bosses of Gotham City can use this skill to call forth their grunts to do their dirty work for them, or shield them from a certain rodent-themed caped crusader.



Characters from the *Justice League* share the “Justice League Unlimited” trait. With it, at the beginning of your turn, roll a d6, and if the result is a 6, remove an action token from another friendly character with the Justice

League keyword that’s 100 points or less. So, with 036 Superman and 035 Wonder Woman on your team (100 and 75 points respectively), plus a little luck and high rolls, you’ll be clearing action tokens left and right!

This set also features a few new equipment objects, like s001 Batarang, to upgrade them. The characters they are included with can equip them without paying their point cost, but they can also be added to any of your teams by paying their point value.



If you’re looking for more things new and exciting, get ready for several never-been-Clixed characters to appear. From the crime-infested streets of future Gotham City comes 016 Batman Beyond, aka Terry McGinnis. He’s able to use all his gadgets from the show, but his biggest trait is having Bruce Wayne guiding him into battle. With “The Voice of Experience,” at the beginning of a turn, Batman Beyond can choose Blades/Claws/Fangs, Energy Explosion, Incapacitate, or Steal Energy to use until the next turn.

A brand-new mechanic that will be making an appearance in this set is for the maps called “Locations.” Locations can be added to your team by paying extra points when building your force. If you win the roll to go first and choose the map, you get an extra effect for the game. Many Locations serve as hideouts for certain characters, like The Joker, Harley Quinn, and Poison Ivy, giving them additional bonuses if they are on your force. If you don’t get to pick the map, your force will still receive a “Consolation” effect for the points you paid for the Location. Locations bring an interesting twist to map choices and team-building for plenty of new and existing characters.

This unique *HeroClix* release is the first time WizKids is doing a full 5-figure booster set dedicated to only animated television shows. This change of pace from the normal comic or movie-based sets will be a refreshing take in the *HeroClix* product lineup. New characters, formats, and content are what keeps *HeroClix* alive and well, and new products like this set build enthusiasm for *HeroClix* as a whole. This also can open the door to other animated TV show-based sets to be released in the future!

To this day, *Batman: The Animated Series* is still one of the most recognizable cartoons of all time. *HeroClix* players (and other gamers alike) have shown a lot of interest in this release since WizKids initially solicited it in January this year. The booster set, along with the accompanying *Starter Set* and *Dice & Token* pack, should prove to be very popular among players and other fans of the series. Be sure to get to your Friendly Local Game Store to pre-order DC Comics *HeroClix: Batman: The Animated Series* and prepare to become the Dark Knight this July.





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# HORROR IN GAMING



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## PATHFINDER: CTHULHU MYTHOS

PTG RPG-PF..... \$44.99 | Available Q2 2018!

What makes a game stand out is excellence within its genre's constraints, or an unusual approach, or both. Three rules were established by M. R. James for successful ghost stories, and they apply to the genre of horror-based board games as well.

Our games are often based on the world of horrific creatures imagined by HP Lovecraft, where we strive diligently to apply the rules for success. If you are a fan of horror in board games, look for these characteristics as you play!

### THE GHOST MUST BE MALIGN

This is not usually a problem in a Lovecraftian story, but there are occasional tendencies to try to whitewash the monsters, or to humanize them in some way. For instance, in my opinion the George C. Scott picture *The Changeling* was ruined in the second half by the revelation that the ghost was not actually evil.

In effect, when you turn a monster into a protagonist, it is no longer a monster, but a human. Look at what happened to vampires after Anne Rice and Stephanie Meyer started making them the good guys. They lost all power to frighten. We need to be careful that players don't start thinking that a bad guy is one of the good guys.

### THE SETTING MUST BE SOMEWHERE THAT THE AUDIENCE CAN IMAGINE THEMSELVES TO BE



If the story takes place somewhere or some-when impossibly distant, then how can your players be afraid since they will never be in that situation? Paradoxically, the films I use to demonstrate this principle are *Alien* and Carpenter's *The Thing* despite the fact that they are set in places unlikely for the audience to experience. But in these excellent films, the behavior and ambience of the characters seem so natural and normal that we are pulled into them and ignore the odd backdrop.

A game set in the 1890s or 1920s naturally distances the player from the milieu. When the *Call of Cthulhu* roleplaying game was first published, Chaosium chose to set it in the 1920s. But in my own personal games, it is always modern-era. After all, Lovecraft wasn't setting his games in the past – he was trying to incorporate cutting-edge science: submarines, aircraft exploration of the Antarctic, the discovery of Pluto, etc.



**The Lovecraft Solution** – the whole issue with an odd setting is that it offsets the suspension of disbelief. We don't want our players rolling their eyes, after all. Lovecraft handled this by having his protagonists (usually told from a first-person viewpoint) openly scoffing at the supernatural and actively proposing clearly-bogus "normal" solutions to unusual events.

He did this in *Whisperer in Darkness*, for example. This is effective at getting the reader to buy into the weirdness, because you find yourself mentally arguing with the hero. "No, you numb nuts!" you think. "It's obvious that Henry Akeley was replaced by a monster. Why can't you see it?" So, the suspension of disbelief is transformed into a reader who is actively dismissing all counter-arguments.

You can use this in a game by having a character (perhaps in the tutorial) positing ever-more-elaborate theories to explain away the fearsome events that are happening. Note that this guy doesn't need to continue doing this the whole game – if he does it for just the first little bit, that should be enough.





## DO NOT USE CURRENTLY-FASHIONABLE JARGON IN TELLING YOUR TALE

This rule addresses the tendency to break down or explain away horror with mock-scientific rules. In the 1890s horror was ruined by talking about “vibrations” or “auras.” In the 1970s we did it by using “psychic powers” and “past lives.”

In games, we destroy horror by having hit points, or mana levels, or otherwise breaking down monsters into component parts. The only reason to use a supernatural expert in a game, in my opinion, is to get him killed and thus show the player just how little we poor humans know about the Outside.

Unfortunately, a game has the problem that we, in fact, need to describe the monsters in terms of hit points and powers. However, we can conceal those powers and hit points from the player. For example – in the video game *Left 4 Dead* the witch has a combat factor which is represented by a number (or several separate numbers) but all most players know is that the witch is really dangerous to disturb – beware!

We can also introduce unexpected peripheral powers or hints that add to ambiance and terror. For example: in a scenario featuring the Yellow Sign, we can change the nature of other game encounters. Fantasy Flight does this with some of its Arkham Horror scenarios.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters RPG*, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die! the board game*, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.



Check out our Petersen Games YouTube Channel and see insider secrets to game design, turntables of miniatures, and full play-throughs or your favorite games!



# A Honey of a Party Game

**TITAN SERIES: HIVE MIND**

CLP 116 ..... PI | Available Now!

Everyone's heard the term "Party Game." But what exactly makes something a party game? Party games often try to accommodate a large group of players, and feature limited player elimination, simple-to-teach the rules, easily identifiable strategy, and fun for players of various skill levels. Interaction in a party game is usually a major factor in the players' experience. Party games often require some aspect of "performance." Enjoyable games like Charades, Outburst, and Guesstures can require introverted players to leave their comfort zone. Sometimes this can lead to new and exciting experiences; other times it can worry a more shy participant.

Great party games will often be as much fun to watch as they are to play. A group of people sitting or standing around laughing, cheering, and talking will draw a crowd. That crowd will often want to be drawn into the game (or ask to play in the next one). And when a party game has a way for new players to join during the game, that can serve to make the experience even better. Player inclusion, rather than player elimination, can make playing a good party game even better.

*Hive Mind*, by Richard Garfield, is Calliope Games' entry into the party game genre. When we began thinking about bringing a party game into our line, we knew that we wanted a game that would: 1) accommodate lots of players (*Hive Mind* comes with twelve "beeple" but more people can play with additional pawns), 2) avoid player elimination, 3) be easy to learn, and 4) be as inclusive as possible. Richard had incorporated all these ideas into his design and created a game that was not only inclusive, but that created community and empathy.

The key difference between *Hive Mind* and a standard trivia party game is that in *Hive Mind* players are using their own experiences and opinions rather than trying to recall information. Questions like, "What are 5 places where you line up?" are easy to answer because we all have experiences with lining up. After each player writes down their answers, points are assigned based on the number of people who also gave that answer. As a player reads answers, all players raise their hand if they also wrote that answer. If six players said "Disneyland," each of those players gets six points for Disneyland.



I was teaching the game at Origins Game Fair in 2017 and a group of kids came over and asked to try out *Hive Mind*. My answers to the question were: 1) the ATM, 2) the post office, 3) the DMV, 4) the movie theatre, and 5) the bank. As I read my answers, I was greeted by blank stares; all of the other players were 10 or 11 years old and none of them stood in line at the post office. I had scored 1 point for each answer (as I had matched only one player – myself!). The first kid read his answers. "The swings!" Every one of the kids' hands went up. "The Slide!" Again every hand went up. "The lunch room!" At that moment, I was drawn into the game. Could I think like an elementary school student? *Hive Mind* managed to challenge me to think like the rest of the players.

When a group gathers to play *Hive Mind* it can bridge generations, cultures, abilities, and common experiences. By the end of the game, players have shared memories, created new inside jokes ("Why did you say Unicorn? The question asked for three unusual pets." Well, a Unicorn would be a pretty unusual pet, right?), and let the players learn more about their friends and family.

Finding a game that works as well for complete strangers as it does for old friends and family can be a challenge. When a game like *Hive Mind* hits the table, the whole crowd can join in on equal footing and have a hilarious, memorable time together. And that, in the end, is what party games are supposed to do.

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# THE WAR FOR WESTEROS BEGINS

## A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME STARTER SET - STARK VS LANNISTER

COL SIF001 ..... \$149.99 | Available August 2018!

King Robert Baratheon is dead. The Iron Throne is now occupied by King Joffrey Baratheon, Robert's son and heir. However, there are many in Westeros that feel this in error, and they have their own candidate seeking control of King's Landing. The arrest of Lord Eddard Stark of Winterfell, formerly the Hand of the King, by Joffrey has only added fuel to the fire, and now the War of the Five Kings has begun. Ravens have been sent out. Bannermen are being called. Armies are being formed and outfitted for the field. One must only look to the sky to see that Winter is coming. It is a dark and uncertain future for everyone.

The *A Song of Ice and Fire: Tabletop Miniatures Game*, based on the #1 NYT bestselling novels by George R. R. Martin, captures the tension and excitement of the books by placing players in control of their own army, fighting for power in Westeros. Army creation begins by choosing a faction from among the great Houses, as well as several smaller factions with their own men at arms. The game's first two factions are featured in the *Stark vs. Lannister Starter Set*, which comes complete with soldiers and leaders for both sides. Units come in two forms: Combat and Non-Combat (NCUs). Combat Units are the main fighting force of a player's army, soldiers on foot or mounted cavalry, along with monsters and machines of war. They are represented on the field by miniatures placed on movement trays and come into direct conflict with the enemy. NCUs also have their own miniature, but these characters are not found on the battlefield. Instead, their true strength lies in the backroom dealings and council chambers where

they can fight their own form of war. NCUs occupy spaces on the Tactics Board, giving bonuses and abilities to Combat units out on the field.

Each House also has access to their own Tactics deck. There is the basic 14-card House deck that is then augmented by cards based on which Commander is chosen for a player's army, bringing the total deck size to 20 cards. The general House cards further epitomize each faction's preferred fighting style. For example, the Lannister deck is built around sapping the confidence and will of the enemy. Meanwhile, the Stark deck bolsters its troops, allowing them to perform daring deeds of heroism backed by the knowledge that they are fighting for a just cause. Each Commander's individual cards further refine those styles, showing that each Commander fights slightly different when it comes to the art of warfare.

Combat in the game is quick and deadly. Units roll a number of dice for their attacks based on the number of ranks left in their unit, with each attack having a different target number needed in order to Hit. When Hit, defenders need to roll equal to or above their Defense stat to avoid losing figures. While certain units like Cavalry might have multiple wounds per figure, most troops only take a single hit to be removed. It's not only swords and arrows that can drain an enemy's fighting ability. The rigors of battle mentally take their toll. After being attacked, a unit must make a Morale Test to see if anyone has lost their resolve, causing them to run off from the fight if they don't pass the test.

The *A Song of Ice and Fire: Tabletop Miniatures Game* includes five different game modes to appeal to a variety of different players. Each one has unique instructions for how the board is set up, the win conditions, and various types of special rules. 'A Game of Thrones' forces







players to maneuver around the board and their opponent, looking to hold vital areas of terrain. 'A Clash of Kings' sees them building up their forces as they fight in an escalating engagement. 'A Storm of Swords' pits the opponents against each other in a mighty castle siege. 'A Feast for Crows' is an attrition battle, as both sides are haggard and tired from long days of fighting. Finally, 'The Winds of Winter' gives players secret objectives that they must accomplish without the knowledge of their opponent.

The *Stark vs. Lannister Starter Set* has everything that two players need to build their own forces for these two great Houses. It allows players to get the complete experience of the game from one starter, with each House getting four full Units of troops, along with various NCUs and multiple options for Commanders. House Stark takes to the field with two Units of Stark Sworn Swords, a Unit of Umber Berserkers, as well as the mounted Stark Outriders. House Lannister counters with two Units of Lannister Guardsmen, and a Unit each of Lannister Halberdiers and The Mountain's Men. The options for these Units include different Attachments that can be added, letting players tailor-make their army to their liking. Many important characters from the book series also are part of the box, such as Eddard and Robb Stark, Greatjon Umber, Ser Gregor Clegane, and Cersei and Jaime Lannister.

The models in the game are all-new designs from CMON, under license and direct supervision from Dark Sword Miniatures and George R.R. Martin. They are pre-assembled in plastic, with weapons made with ABS, ensuring you won't need to correct bent weapons.

The set also includes all the tokens players will need to mark game effects, as well as dice, measuring sticks, and even terrain templates. It truly is an all-inclusive starter set, letting players open it up and be-



gin using their figures immediately on the field. They are able to engage in any of the game's five different game modes at a standard-sized game level. No further purchases are required to dive right into world of Westeros. There is plenty for an army, complete with extra options to tailor forces to a player's preferred tactical style. The set includes firm foundations upon which forces for either of these great Houses can build upon. Additional Unit Boxes (released monthly) can be purchased that allow players to further refine their army to their liking and give them more tactical options.

The *Stark vs. Lannister Starter Set* for *A Song of Ice and Fire: Tabletop Miniatures Game* is the perfect way for new commanders to sink their teeth into the rich and vibrant world of the George R.

R. Martin book series and write a new chapter to the War of the Five Kings.

The *Stark vs. Lannister Starter Set* for *A Song of Ice and Fire: Tabletop Miniatures Game* is the perfect way for new commanders to march forward into the rich and vibrant world of the George R. R. Martin book series and write a new chapter to the War of the Five Kings.

The starter set, along with several further releases, will be hitting store shelves on August 31<sup>st</sup>.

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Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices



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# PANTONE™

## THE GAME

**PANTONE: THE GAME**

**CZE 26698..... \$30.00 | Available September 2018**

**CRYPTOZOIC**  
ENTERTAINMENT

*Pantone: The Game* began life as a party game called *Who's Hue*. (Fun fact: The name was created by the same person who named *League of Legends*.)

Origin story: When I was a kid reading comic books, they used to have a section in the back that was full of superhero-related puzzles. One of my favorites was one in which just a detail of a superhero was shown — like Hawkman's boot or Robin's belt — and you had to determine who the character was.

When I was older and working in video games, I created 16-bit art. Creating art back in those days was like laying bathroom tile — very methodical and numbingly boring. As my perception of how I viewed characters shifted again, I learned to "think in pixels." If you stared into those pixels for too long, you became mesmerized... like that scene in *Ferris Bueller's Day Off* when the kids are zoning out to the Seurat painting. But I digress.

The last inspiration came from playing lots of *Pictionary*. Not to toot my own horn, but I am very good at playing that game. I always felt bad for those players who struggled with the drawing part. I saw them wanting to express themselves but not having the skills to do so.

All of these ideas and images must have been swirling around in my head and they finally manifested into a game design. *Who's Hue* came together pretty quickly. I think I had a playable prototype ready to go about a day after the idea came to me. To be honest, I was genuinely surprised no one had designed a game quite like it before.



*Who's Hue* became *Pantone: The Game* during my pitch to Cryptozoic at Gen Con in 2017. I was angling the game as something very expandable, given that Cryptozoic has access to so many great licenses. Cory Jones (one of the founders of Cryptozoic) looked at me and said, "I know exactly which license would work with this game... Pantone!" Because I came from an art background, I knew what Pantone was and I realized that it would be a great fit.

When choosing the characters players would have to design using color swatches, I first chose ones with strong color associations: Superheroes and animated characters. After I had a list of about 150 characters from comics, movies, cartoons, books, video games, and even the real world, I showed the list to players of all ages, from 7 to 75. Any character that those players didn't know didn't make the cut. It's fair to say that most people know about 75% of the characters in the final game, and you can always discard a character card if you don't know one.

Happily, the response to the game has been overwhelmingly positive. It's very intuitive — you use color swatches to recreate popular characters and the other players try to guess who they are — so players



really appreciate how quickly you can learn and play the game. What always surprises me is how differently each person interprets the characters. One time, I was playing the game and I laid out three cards: Grey, yellow, and blue. I gave a teammate the clue "superhero" but all I received was a blank stare back. After a moment, I changed the cards to black, yellow, and black. He answered correctly: "Batman." Each player holds their own representation of a character in their head. I find that fascinating.



I think players are going to be intrigued by the game's association with the Pantone color system. Pantone is something many people have heard of, but I'll bet they've never associated it with a tabletop game before. Plus, the Pantone graphic design makes for a striking box. I hope it intrigues players enough to learn that there's a fun game inside that box too!

...

After learning that game designers have more fun, Scott Rogers began a 22-year (and counting) career in video games. He helped design such games as *God of War*, *Pac-Man World*, *Darksiders*, and the *Maximo* series. Scott has taught video game design at the University of Southern California and New York Film Academy and has written two books on the subject: *Level Up! The Guide to Great Video Game Design* and *Swipe This! The Guide to Touchscreen Game Design*. Scott has worked as a Disneyland Imagineer, a designer of VR experiences, and professional caricature artist. In his spare time (he has spare time?), Scott designs tabletop games. His first published design — *Rayguns and Rocketships* — was published by IDW Games. His "Biography of a Board Game" segment have been featured on both *The Dice Tower* and *Ludology* podcasts.





# SANDY PETERSEN'S CTHULHU MYTHOS

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## 878 - VIKINGS Invasions of England

# Gunter's Viking Strategy Guide



### 878 VIKINGS: INVASIONS OF ENGLAND

AYG 5500 ..... \$75.00 | Available Now!

There are three different strategies that I like to play when I play as the Vikings. I will not say which is the best because that is for you to determine yourself when playing. First though, I want to go over the big strategic mistakes many first-time players make.

### DON'T OVEREXTEND YOUR FIRST INVADING LEADER.

The English look weak at the beginning of the game and it is tempting to use all your movements to take as many English cities as possible but the English get to roll first and they will get the support of Fyrd Units. You want to keep your only leader on the board strong enough so that the English cannot counter attack him and remove him from the game in the first Round. You also want to keep your leader threatening enough that the English must worry about where he could attack. There is no rush to take cities to win the game since the game is at least five Rounds long.

If you follow this first advice, all three strategies that I will cover could work for you.

### STRATEGY ONE - NORTHUMBRIAN BASTION

This strategy is all about taking ground and holding it. Northumbria has the fewest English defenders and is the easiest to hold against counter attack. It is also relatively easy to take all four cities in your first turn and to hold it. Once you control the North, there are several choke points that are easy to defend. If you keep a strong leader up there throughout the game, the English will not be able to take it back.



As new Leaders invade, you can push into Mercia where there are lots of cities to take, giving you the necessary number of cities to win the game. The English will get a lot of reinforcements from Wessex though and they will counter attack in force mid to late game. They will only attack from one front though since you should maintain control of everything to the north. When the English use conversion or rebellion against you in Northumbria, your northern leader can quash them.

You also want to leave single Norsemen along the paths where the English must move to attack your northern cities. These single units will waste an entire English army's turn and really slow down any English counter offensive.

The Northumbrian Bastion strategy is especially fun to play with the War for Land and Gods Expansion. Build Forts along your front to give you extra Berserker attack dice. As your front moves south, you can convert these forts into Viking villages that give you extra Norsemen reinforcements.



### STRATEGY TWO - WESSEX CONTROL

The goal of this strategy is to minimize the number of reinforcements the English receive. Wessex gives the most English reinforcements, so that is where you attack first. Wessex is generally heavily defended, especially if the English get some reinforcements before you can take the city, so you will lose men and cannot overextend yourself. You need to leave enough men behind that it is not easy for the English to take back a Reinforcement City, so I generally don't take more than three cities in the first turn.

After Wessex is secure, you should focus on taking any other city on the map that give two or more English Reinforcements with your leaders that invade on future turns. Throughout this game, you should ignore all the cities that do not give reinforcements until the very end of the game. By that point, the English should not have enough Units on the board to oppose you.

When playing with the War for Land and Gods expansion, I like to try to win by removing all the churches with this strategy. I take out the churches on reinforcement areas first and ignore churches not on reinforcement areas. By the end of the game, the English are more worried about defending their remaining churches rather than taking back reinforcement cities. Since the English get fewer reinforcements, the benefit they get from the Christian Wrath's extra Fyrd units is minimized.

### STRATEGY THREE - MERCIAN RAIDING

With this strategy, you are always striking the English where they are weakest and trying to maximize their losses. To do this I take a few Mercian cities the first Turn but keep my leader's army strong. Mercia is in the center of the map, so it gives that Leader a lot of reach. The English cannot effectively defend all the cities you can reach and will either spread out or concentrate their forces for a counter attack.

In future turns when I have more leaders, I attack the cities where they have the fewest Units and let them waste men and moves taking cities I have already taken. I use my leaders first attack to attack a vulnerable city, and then I take another vulnerable city closer to the center of the map. This should keep the English scrambling to defend their vast kingdoms.

When the English counter attack, they will lose valuable troops since the defender gets to roll first and they do not get Fyrd. You should not worry about losing cities since anywhere they lose men taking, you can always take back with one of your leaders. Just keep the English scrambling to defend everywhere.

...



# CRITICAL MASS

MECH-ON-MECH COMBAT



AVAILABLE NOW.



**PATRIOT vs IRON CURTAIN**  
AWG DTE05CM1 | \$24.99



**RAIJIN vs ARCHON**  
AWG DTE05CM2 | \$24.99





# A WINGS OF GLORY GAME TRIPODS & TRIPLANES™

## WINGS OF GLORY MEETS THE WAR OF THE WORLDS

### TRIPODS & TRIPLANES

AGS WGF800A ..... \$49.90 | Available Q3 2018!

March, 1918. The Great Powers are exhausted by years of war. But, after a meteor shower hits the woods of Alsace, the Great War is going to turn into a WAR OF THE WORLDS. At the crack of dawn, three gigantic fighting-machines of shining metal appear out of the trees striding on three legs and start burning villages and houses with beams of lethal heat-rays, clouds of pestilential black smoke trailing behind them.

A monstrous invasion from another world threatens mankind... Within a few hours, a truce is hurriedly signed between the warring nations and, against the advancing Martian tripods, the most modern war machines of Earth are dispatched: airplanes, manned by the most gallant and skilled warriors of the invaded planet!

It's time to take off with *Wings of Glory - Tripods & Triplanes*, a new setting for *Wings of Glory* which adds a new twist to the best-selling aerial combat tabletop game. The WW1 historical setting is turned upside down by the crossover with H.G. Wells' novel "The War of the Worlds", and what should be the year the war ends, 1918, becomes the "Year of the Invasion". The WW1 knights of the air battle against colossal fighting machines. Players will take control of an awesome Martian Tripod, set upon bringing death and destruction on our planet, or fly on the most advanced flying machines created by Mankind at the time.

*Tripods & Triplanes* is a stand-alone game, fully compatible with the WW1 *Wings of Glory* game line. The rules and gameplay of *Tripods & Triplanes* are an extension of the *Wings of Glory* rules system. The Starter Set features one Tripod model and one Nieuport 16 airplane model, fully assembled and painted, with special gaming bases, maneuver and damage cards, rulers, counters, markers and tokens, a rulebook and a scenario booklet. The game will also present Tripod Packs, expansion packs featuring a miniature, a deck of maneuver cards, counters, and a tripod reference card, to allow players to field more alien machines in their battles.

Two different generations of Martian Tripods land on Earth, in two waves of invasion. The first wave sees the appearance of the Mk.I "Locust", armed with lethal black smoke launchers, an effective heat-ray, and with an excellent combination of speed and armor, and Mk.II "Scarab", the most fearful embodiment of the alien technology of the Martians in the first wave of invasion with its powerful heat-ray and nearly-indestructible armored shell. The second wave presents the agile and deadly Mk.III "Squid", one of the most lethal weapons of the Martian invaders, and the Mk.IV "Cuttlefish", the ultimate weapon of the invaders with powerful energy shields, long-range heat ray, and multiple black smoke launchers. These four tripods release in *Tripods Packs* together with the *Starter Set*.

### TRIPODS & TRIPODS GAMEPLAY

In *Tripods & Triplanes*, players control one or more miniatures, to engage their opponents in battles putting the knights of the air against the gigantic fighting machines sent by the Martians to invade Earth.

In *Wings of Glory*, players choose and play simultaneously maneuver cards to decide the actions of the airplane they control, with different decks of maneuver cards for different planes to represent their movement capabilities. Similarly, in *Tripods & Triplanes*, each Tripod has a unique maneuver deck which includes different types of cards. Unlike airplanes, Tripods can move (normally, or running) or use stationary maneuvers (to stand still or to reverse), to do special



actions. The Martian player can choose among five different actions - Fire Heat Ray, Fire Black Smoke, Change facing, Recharge and Destroy Objective.

Tripods are terrifying opponents for the Earthlings, but sometimes they are clumsy, because of the strong Earth gravity, and they may topple if they do an illegal maneuver, clash against another Tripod, or receive critical damage.

Energy is a critical issue for a Martian player. Each Tripod has a number of Martian Energy tokens equal to its Energy rating, and players must use it wisely, as Tripods need power to fire and to use their armored hood empowered with electric field.

Combat is also similar to *Wings of Glory*, but with new twists. The Tripod may be protected by energy shields, as indicated on its base, and if the attack comes through a shield, it will only lose some energy, but if an airplane can shoot where the Tripod has no shields, then it can seriously damage the Martian machine with its rockets or machine guns.

In addition to the Heat Ray, another weapon tripods have is the deadly Black Smoke, a lethal cloud which can hit one or more airplanes or can float on the battleground until one airplane enters the cloud...

The mechanics of *Tripods & Triplanes* will be familiar and easy to learn for *Wings of Glory* players, but this new set also represent a great starting point for players new to Ares' popular WW1 Airplane miniature game, thanks to the beautiful miniatures, original setting, and science-fiction theme.

...





## X-WING VETERANS, UPDATE YOUR COLLECTION!

Your collection of existing *X-Wing*™ ships can be brought into the game's second edition with *X-Wing Conversion Kits*, featuring all the punchboard and cards that you need to update your ships. *Conversion Kits* are divided by faction, with *Conversion Kits* for the Galactic Empire, Rebel Alliance, and Scum and Villainy available alongside the *Core Set*. *Conversion Kits* for the First Order and the Resistance are coming soon.



SWZ06 - 08 | \$49.95 **X-WING.COM**  
© & ™ Lucasfilm Ltd. The FFG Logo is a © of Fantasy Flight Games.



# No Peace Beyond the Line



**Blood & Plunder:** No Peace Beyond the Line is the expansion of the historical miniatures game set in the Golden Age of Piracy. This is a large-scale addition of brand-new models alongside an expansive book to encompass the remainder of the seventeenth century.

## A NEW PAGE IN HISTORY

The No Peace Beyond the Line expansion book contains new information as well as a massive update to all the existing nationalities. In this tome, players will find that Firelock has added more historic leaders, additional playable factions, new unit types, previously unseen scenarios, rules for larger games, campaign rules, and much more. This supplement is even larger than the original rule book, offering a veritable treasure trove of knowledge to enlighten players about the Blood and Plunder universe from 1600-1700.



## CALLING IN REINFORCEMENTS

Several new crews will be sailing into the Caribbean to join the fray, adding new enemies—or allies, if the nations play their cards right. New nationalities include the Dutch, a fierce lot of seafaring soldiers and veterans known for their lack of mercy. Also making their first appearance are the Native Caribbean tribes, the people who managed to maintain their territories against constant invasion by relying on the wit of fearless warlords and skilled warriors. Bolstering forces include the European Colonial Militia with their cavalry and field artillery or the Pirates and Privateers, known for patrolling the seas and manning cannons for coin. These starting forces, as all boxes do, feature 25 unique models depicting the brave icons of history as they might be remembered in battle.

These forces, of course, will be available in smaller units. Players can expect entire gun crews as well as sailors carrying muskets, explosives, or blunderbusses—all usable by the English, French, Spanish, Native Caribbean, Unaligned, and Dutch nationalities according to force-building guidelines.

## SAILS ON THE HORIZON

A new fleet awaits players with the launch of several new vessels. The Native Americans of the New World introduce the canoa and piragua, dugout vessels carved from entire trees. These small craft are perfect for short, swift trips through shallow waters or sneaky attacks in the dead of night. Their introduction to pirates, privateers, and colonists in the seventeenth century proves their worth many times over as the clever boats are utilized to their greatest extent. The Dutch often sail in on their nearly indomitable Fluyts. These Dutch-designed ship-rigged vessels are soundly structured merchantmen meant to be outfitted with a small crew for convenience while its severe tumblehome makes it exceptionally difficult to board. It is dwarfed only by the massive Spanish Galleon, which serves as a veritable beast against its foes, but a valuable treasure to any crew that manages to capture her.



# Blood & Plunder

*No Peace Beyond the Line*



Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

*Come build your crew at*  
[WWW.FIRELOCKGAMES.COM](http://WWW.FIRELOCKGAMES.COM)



# THE WALKING DEAD ALL OUT WAR MINIATURES GAME

## THE HUNT IS ON FOR THE LATEST WALKING DEAD RELEASES...

**THE WALKING DEAD ALL OUT WAR FEAR THE HUNTERS EXPANSION**  
MGE MGWD026 ..... \$44.99 | Available September 2018!

First you survived the Walker-infested streets of Atlanta. Next you tackled the undead hordes swarming through Hershel's Farm. Then for a time you found relative safety inside the Meriwether Correctional Facility before incurring the wrath of the tyrannical Governor. However, that was only just the beginning and the next wave of *The Walking Dead: All Out War* promises to be the most gruesome yet!

Rick Grimes and the remaining Atlanta survivors have been forced to flee the prison and are now prey to something far more deadly than the Walkers! In Wave Five they come up against the despicable Hunters. These are fellow Survivors that have developed a taste for human flesh. They stalk their prey before eventually taking them out and eating the remains.



This terrifying story is told through the brand new expansion: *Fear the Hunters*. Across a series of narrative missions, players must avoid the ruthless attacks of the Hunters, while hiding within Father Gabriel's church. The expansion and subsequent boosters also introduces a host of iconic characters, including Eugene, Abraham and Rosita.

However, the most exciting prospect of *Fear the Hunters* is that it introduces a host of new gameplay mechanics. First and foremost is the idea of a map-based campaign. The expansion comes with a

map on which groups of players can track which gangs of survivors command different territories. Over the course of a few weeks, players in gaming stores or clubs can battle to see who will come out on top. Along with the map, there are also new Campaign Event cards to keep players on their toes as they progress.



Another new element of Wave Five is that it marks the transition into a fresh phase for *The Walking Dead: All Out War*. By this stage of the narrative, the Survivors are no longer that concerned about the threat of Walkers and instead are trying to fend off attacks from rival Survivors as they struggle to claim precious resources. With this in mind, as we progress into 2019, the focus will shift from the smaller narrative games against Walkers to full-scale skirmishes against rival gangs.

This concept is teased in *Wave Five* with the introduction of powerful Leaders: Rick Grimes (Leader of Alexandria) and Chris (Leader of the Hunters). These new Leaders come with a faction guide to show which Survivors can join their gang, along with powerful new Event cards that can change the flow of battle in a moment and special order cards to help bring their gang together in desperate times. Each Leader also comes with a new Leader Die, which reflects their ability to give commands on the fly and change their tactics depending upon the situation.

Following the introduction of Rick and Chris as Leaders, we'll be adding more Leaders in 2019 to help change the meta and encourage players to try out much larger skirmish games. Soon you'll be able to head into battle as Negan surrounded by his most loyal lieutenants, Ezekiel and the members of the Kingdom and more! *Wave Five* is really just the beginning of an exciting new phase for *The Walking Dead: All Out War*.

...

*Rob Burman is the Social Media Manager for Mantic Games. He has a bizarre passion for goblins and can regularly be seen coaching his teams to mediocre success in DreadBall.*



# GAMES

ALLIANCE GAME DISTRIBUTORS

## SPOTLIGHT ON



**GAME TRADE MAGAZINE #223**  
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.  
GTM 223 .....\$3.99

ART FROM PREVIOUS ISSUE

## ADAM'S APPLE GAMES

### SWORDCRAFTERS

The sword of protection has broken and the king has called on you to craft a new sword. Each player creates their own 3D sword and scores points based on the sword they created. Scheduled to ship in September 2018.

AAG 1301 .....\$35.00



## ARCANE WONDERS



### GOODCRITTERS

Goodcritters is a game for 4-8 critters who are pulling off heists, and it's time for the Boss to distribute the loot. The Boss can distribute the loot however they want, but the crew has the final say. If the crew doesn't like the split, they might just tell the boss to take a hike and put some other critter in charge! In the end, the critter that collects the most valuable stash of loot wins! Scheduled to ship in September 2018.

AWG DTE07GC.....\$24.99



### RWBY: COMBAT READY

RWBY: Combat Ready is a cooperative board game where 2-4 players join forces to take on fierce RWBY villains and slay monstrous Grimm! Scheduled to ship in September 2018.

AWG RWBYCR01 .....\$49.99

# GOODCRITTERS

THIS SEPTEMBER IT'S TIME TO DIVVY UP THE LOOT.



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GAMES

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WWW.GAMETRADEMAGAZINE.COM

GTM  
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2018

31



## ATHERIS GAMES

**SUPERNATURAL SOCKS**

*Supernatural Socks* is a game about losing socks in the dryer. Players compete to score socks while utilizing sock ghosts to protect themselves or sabotage their opponents. Scheduled to ship in August 2018.

ATH 2000 .....\$24.99

## BANDAI

**DRAGON BALL SUPER DRAFT BOX SET 3**

New Foil Version Leader Cards exclusive to Draft Box Set 3! Four new characters will join the battle! Includes a Tournament Pack Vol. 4 Foil Version! Scheduled to ship in October 2018.

BAN DBSP1077 .....PI

**SPOTLIGHT ON!****DRAGON BALL SUPER THEMED BOOSTER SET 2 DISPLAY (24)**

The theme of this Booster set is The World Martial Arts Tournament!. The set is a collection of all the notable participants from all the tournaments! Multiple characters related to the events are also included. The series will also feature many cards with connecting illustrations, with linked card skills, as well. Scheduled to ship in September 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBBO1046 .....PI

## BELLWEATHER GAMES

**MARS OPEN: TABLETOP GOLF**

The dexterity golfing game for 1-8 players! Flick your wacky 'golf ball' over 3D obstacles and through 54+ cleverly designed holes. Lowest stroke count wins. Then design your own course. Scheduled to ship in September 2018.

BWR 0711 .....\$34.00

## BEZIER GAMES

**ULTIMATE WEREWOLF: LEGACY**

In *Ultimate Werewolf: Legacy*, players and the village itself have attributes that are retained between games, with ramifications of every decision rippling through future games. Make a bad decision early on and it will haunt the village for years to come. Scheduled to ship in September 2018.

BEZ UWLG .....\$59.95

## BRAIN GAMES

**ICE COOL 2**

*Ice Cool 2* is a uniquely engaging dexterity game for children, families, and casual gamers. This new edition also features exciting new fish cards with trick-shot challenges that, if completed, allow the player to draw an additional fish card facedown from the deck as points. Scheduled to ship in July 2018.

BGP 5489 .....\$39.95

**PYRAMID OF PENGQUEEN**

Four brave penguins have entered the long-lost pyramid of Pengqueen and must now claim its fabulous treasures before the mummy drags them down into her tomb for all eternity. *Pyramid of Pengqueen* is a strategic game of cat and mouse for children, families, and casual gamers, in which your goal is to collect the treasure before the player playing as the mummy can catch you. Scheduled to ship in July 2018.

BGP 5496 .....\$29.99

## BUSHIROAD

**ARCHITECT TCG: NEO-ROME VS UNITY STARTER DECK**

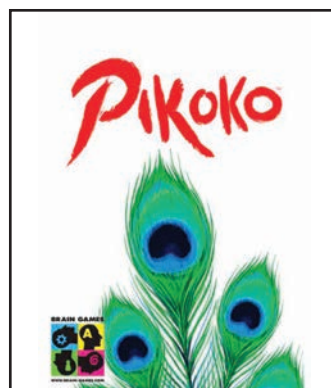
The curtain raises on the battle between the great legends of the past and the humans living today with 'history' on the line. 'Neo-Rome' is a guild formed of great men from the past who have been brought back to life with advanced cloning technology. The 'Unity Forces' is a guild formed by the people of the modern day. The allied forces of 'Unity' will fight back against the great figures of the past. They must fight in order to protect the 'history' that remains, and ensure that 'Unity' writes the history of the future!

YCW 525403 .....PI

**ORC-LYMPICS**

Goblin tossing? Poison brewing? Dragon riding? Let the Orc-lympic games begin! *Orc-lympics* is a fast playing card-drafting game for serious and casual gamers, in which your goal is to assemble a team of fantasy creatures who will complete in a series of Olympics-themed games. Players will draft a team of Orcs, Elves, Wizards and other fantasy Olympians, each with their own strengths and weaknesses. Scheduled to ship in July 2018.

BGP 5526 .....\$14.99

**PIKOKO**

Strut your tail feathers in this clever game of gambling and reading the room. *Pikoko* is a trick-taking card game for serious and casual gamers, featuring a 3-dimensional peacock which holds your cards so you are the only player who CANNOT see them. Scheduled to ship in July 2018.

BGP 5304 .....\$29.99

**ARCHITECT TCG: WIZARDS VS NEWTECH CO. STARTER DECK**

The 'Wizards' are lead by the mysterious grand sorcerer Merlin. In this chaotic world, the appearance of New-Roma also heralds the arrival of a mysterious power known as 'magic.' Using this power, a group aims to create a 'new magic kingdom.' 'NewTech Co.' is a guild that uses corpses to produce zombies. Until now, they remained a mere labor force. However, with the sudden change in the state of affairs these zombies are now being militarized. Just what is their true goals...?

YCW 525410 .....PI



# heroes WANTED...



For lunch... dinner...



...playtoys...



...snacktime...



...amusement...

I *would*  
fight  
the DRAGON...  
AVAILABLE NOW!

**CatDragon**  
GAMES

A Game by Talon L. Coleman

**CDG0020 \$11.99**

Disclaimer: no dragons were harmed in the making of this game...  
or pretty much ever...

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trademark of CatDragon Games in the United States and other countries.





### CARDFIGHT VANGUARD: THE DESTRUCTIVE ROAR EXTRA BOOSTER DISPLAY (12)

The Swordsman of Light is here! Recreate the ability to call your allies as seen in the comics with the 'Imaginary Gift' system. The new generation of Vanguard allows quicker play. Featuring Blaster Blade & Dragonic Overlord with a new Illustration! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVB01 .....PI

## CATALYST GAME LABS

### SPOTLIGHT ON

# DRAGONFIRE

#### DUNGEONS & DRAGONS: DRAGONFIRE DBG - ADVENTURES - SWORD MOUNTAINS CRYPT

Scheduled to ship in September 2018.

CAT 16206 .....\$19.99

#### DUNGEONS & DRAGONS: DRAGONFIRE DBG - BOX OF HOLDING

Scheduled to ship in September 2018.

CAT 16901 .....\$19.99

#### DUNGEONS & DRAGONS: DRAGONFIRE DBG - CAMPAIGN - WATERDEEP

Scheduled to ship in September 2018.

CAT 16302 .....\$29.99

#### THE DUKE: REINFORCEMENTS - SHOCK TROOPS

Scheduled to ship in September 2018.

CAT 13009 .....\$14.99



## CATAN STUDIOS



### FEATURED ITEM



#### CATAN: CATAN HISTORIES - RISE OF THE INKAS (STAND ALONE)

*Catan: Rise of the Inkas* confronts you with new strategic challenges as you play. Development works in much the same as the core mechanics of *Catan* build roads and settlements, gain development cards to give you an advantage, and use the robber to hinder your opponents. However,

eventually your early tribe will reach their

pinnacle and be supplanted as you start a new era. Timing is an important part of your strategy as you play *Catan: Rise of the Inkas*, take advantage of your opponent's settlements in decline to set yourself up to claim victory. Scheduled to ship in August 2018.

CSI CN3205 .....\$65.00

## CHAOSIUM



#### H.P. LOVECRAFT'S: DAGON - FOR BEGINNING READERS

The famous H.P. Lovecraft story "Dagon" is gracefully retold in anapestic tetrameter and illustrated in a darkly whimsical style by "genius poet-artist" R.J. Ivankovic. This glorious full-color adaptation is the follow-up to the popular H.P. Lovecraft's *The Call of Cthulhu for Beginning Readers*, also available from Chaosium. Scheduled to ship in September 2018.

CHA 5117 .....\$17.99

#### MASKS OF NYARLATHOTEP: AN EPIC GLOBETROTTING CAMPAIGN (REMASTERED)

A dire plan has been enacted. If allowed to come to fruition, it threatens to destroy humanity as we know it. But all is not lost. If a few brave souls can uncover and piece together certain information, they might stand against the darkness and prevent the unspeakable from happening. Facing dark cults, strange lore, hideous monsters, and a host of implacable foes, the investigators embark on a journey of discovery to face the ultimate horror. This is their story and yours to tell. Slipcase set including two hardcover books and handouts pack. Scheduled to ship in September 2018.

CHA 23153 .....\$129.99



## CMON

### A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME

### SPOTLIGHT ON



#### LANNISTER HEROES #1

COL SIF209 .....\$34.99



#### NEUTRAL HEROES #1

COL SIF505 .....\$34.99



#### STARK HEROES #1

COL SIF109 .....\$34.99



Scheduled to ship in August 2018.



## COL GUF037 .....\$19.99

COL GUF038 .....\$29.99



COL GUF039 ..... \$29.99



As the Allies advanced out of the Operation Dragon Bridgehead, they suffered from too much success. All of Southern France lay before them and where next was debated in the Allied High Command. With indecision also came several supply shortages that accompany rapid advance. What the Allies wanted to do was also limited by what they could do. The Germans as they were facing were getting desperate as the Allied advance, as stunted as it was, was moving behind the 19th Army and facing annihilation, knew the only way out was through the narrow Rhone Valley. Scheduled to ship in May 2018.

CPS 1071.....\$139.00



CVB 280496-0720 .....	\$20.49
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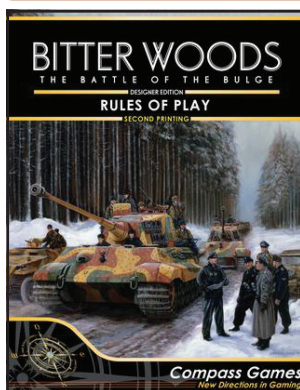
CVB 280730-0178.....\$35.99



CVB 280595-0717 .....\$47.99



CVB 281302-0729 .....	\$30.99
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*Designer Edition Bitter Woods* is the premier edition of this highly acclaimed regimental level Battle of the Bulge game and includes all aspects of the original game plus the expansion edition. The potential for mechanized exploitation movement and an appropriate Allied counterattack capability ensure an exciting challenge for both sides. Scheduled to ship in May 2018.

CPS 1021.....\$85.00



*Blood on the Ohio 1789-1794* is a two player, point-to-point game loosely based on King Philip's War (MMP - 2010). It covers the Northwest Indian War which followed the American Revolution. Scheduled to ship in May 2018.

CPS 1063.....	\$59.00
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*Red Poppies Campaigns: Volume 2 - Last  
Laurels at Limanowa* simulates Austria-  
Hungary's last independent victory  
against the Russian Empire in World  
War I. In November 1914, Russia's 3rd  
Army pressed on Krakow, the center  
of Austrian Poland, while the Russian  
8th Army threatened to break through  
the Carpathian passes into Hungary.  
Scheduled to ship in May 2018.  
CPS 1051.....\$65.00

**INFINITY**  
Scheduled to ship in June 2018.



CVB 280197-0722.....\$13.49



Scheduled to ship in June 2018.  
CGC 21105 .....\$60.00





### CATAN: EMBROIDERED BASEBALL HATS

Scheduled to ship in June 2018.

#### CATAN LOGO NAVY/GOLD

CGC 21010	\$24.00
<b>CLAY</b>	
CGC 21011	\$24.00
<b>GRAIN</b>	
CGC 21015	\$24.00
<b>ORE</b>	
CGC 21014	\$24.00
<b>SHEEP</b>	
CGC 21012	\$24.00
<b>WOOD</b>	
CGC 21013	\$24.00
<b>WOOD FOR SHEEP</b>	
CGC 21021	\$24.00

### GALAXY SERIES PLAY MATS



#### JUPITER

14X24 CGC 31053	\$17.00
36X36 CGC 31056	\$55.00



#### SATURN

14X24 CGC 31063	\$17.00
36X36 CGC 31066	\$55.00

### CRYPTOZOIC ENTERTAINMENT



#### DC COMICS DBG: RIVALS - GREEN LANTERN VS SINESTRO

In this 2-player deck-building game players compete head to head using direct confrontations to take down their opponents oversized character cards. Each oversized character card has a cost of 9, 12, or 15 and has a unique ability. As they are defeated, the characters grow in difficulty to take down, and their abilities also improve. Players attack and defend until Green Lantern or Sinestro stands supreme over his iconic rival! Scheduled to ship in October 2018.

CZE 27596	\$20.00
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#### MILLION DOLLARS, BUT THE GAME

*Million Dollars, But... The Game* (based on Rooster Teeth's popular comedy series *Million Dollars, But...*) is a card game that puts your morals and limits to the test, posing the question, "Would you for a million dollars?" Each card fills in that blank, and believe us, it's never easy. If you're ready to see how far your friends, neighbors, family members, coworkers, random people on the airplane, or strangers will go for a million dollars, check out this game! Scheduled to ship in July 2018.

CZE 65025	\$25.00
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### CUBICLE 7 GAMES



#### WARHAMMER FANTASY RPG: 4TH EDITION RULEBOOK - COLLECTOR'S LIMITED EDITION

The *Warhammer Fantasy Roleplay Collector's Limited Edition* comes presented in a beautiful, magnet-sealed box. The cover of the rulebook is leather-effect, embossed with a gorgeous Warhammer sigil. The pages are gilt-edged, and the book comes complete with cloth bookmarks. The *Warhammer Fantasy Roleplay Rulebook* contains everything you need for grim and perilous roleplaying adventures in the Old World. Scheduled to ship in July 2018.

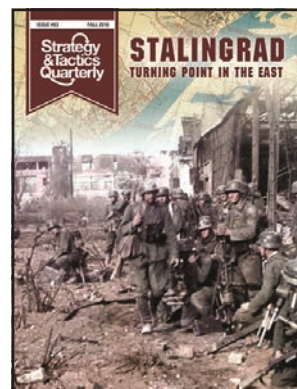
CB7 2402	\$119.99
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### DECISION GAMES

#### STRATEGY AND TACTICS QUARTELY #3: STALINGRAD

This issue provides an in-depth historical analysis of one of history's greatest battles. It analyzes every facet of the 1942 German offensive in Russia, including the Soviet counteroffensive that marked the wars overall turning point. This issue includes a map poster showing the Battle of Stalingrad. Scheduled to ship in September 2018.

DCG STQ3	\$14.99
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### DEEP WATER GAMES



#### HANAMIKOJI

In *Hanamikoji*, two players compete to earn the favors of the seven geisha masters by collecting the performance items with which they excel. With careful speculation and sometimes a few bold moves, you may earn the essential items by giving away the less critical ones. Can you outsmart your opponent and win the most favors of the geisha? Scheduled to ship in September 2018.

DPW MKD	\$19.95
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#### SHADOWS IN KYOTO

A tactical movement game of spies dueling in the streets of Kyoto. Augment your team with special equipment and unique characters for vastly different and replayable experiences in a small box!

DPW SIK	\$24.95
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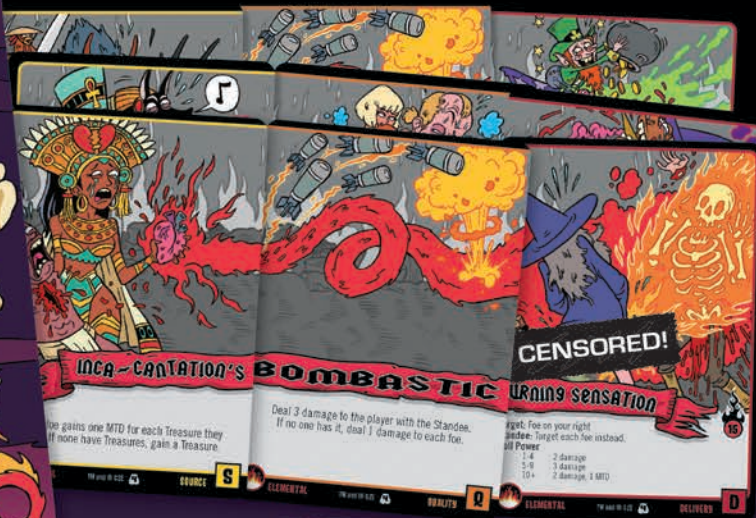
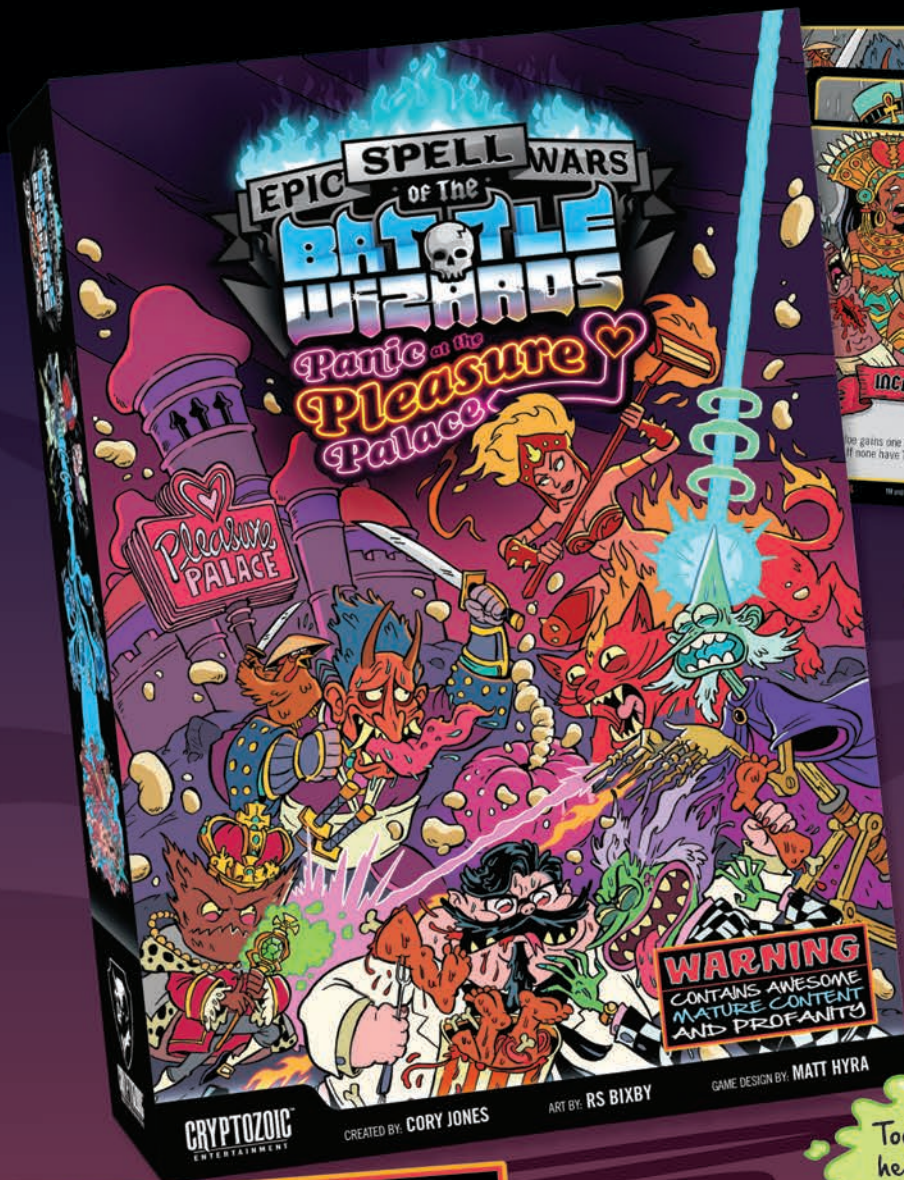


#### HANZI

Use memory and matching to create the origins of the Hanzi language. Players of all ages will learn how the Mandarin language was formed through fun and interactive gameplay! Scheduled to ship in July 2018.

DPW HAN	\$19.95
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OVER **150 CARDS** with curves in all the right places!



Too mind-blowing to show here! Get the game and all will be revealed!

**CENSORED!**

**WARNING**  
CONTAINS AWESOME  
MATURE CONTENT  
AND PROFANITY

**Panic at the Pleasure Palace** is the latest take on uber-violent magical combat to date! Just be careful with all the **Magically Transmitted Diseases** going around. Draw MTD tokens from a gross sack and laugh as your opponents experience a rather unpleasant **burning sensation**.

The fourth game in the **Epic Spell Wars™** series takes the trademark humor-filled, mature gameplay and artwork to a new level for **2-6 players**.

**MSRP \$30**  
**Release Date August 2018**

2-6 17+ 30-45 mins

For more information, visit  
**WWW.CRYPTOZOIC.COM**





### MYSTERY OF THE TEMPLES

Mysterious temples call to brave adventurers in this double rondel strategy game. Players will utilize engine building, pattern matching, and rondel movement to collect powerful gems, break curses and score points! Scheduled to ship in July 2018.  
DPW MOT.....\$24.95



### ROUND HOUSE

Players are the heads of noble families living in Chinese Round Houses competing for glory! Familiar elements of set collection and resource management. Scheduled to ship in July 2018.  
DPW ROH.....\$49.95



### CROWS OVERKILL

A fun card game with a twist on old Japanese legend about killing off crows so you may spend more time with your lover. Players are removing birds from their homes and sending them to their opponents.  
DPW CRO.....\$19.95



### SORCERER AND STONES

A thematic and highly modular puzzle game of tile manipulation, resource management, and set collection. Players must collect spirit stones, elemental runes, and craft artifacts to reach enlightenment. Scheduled to ship in July 2018.  
DPW SAS.....\$34.95



### HERBALISM

Outsmart your friends and be the first to save the world from a terrible pandemic in this beautifully illustrated logic and deduction game!  
DPW HRB.....\$19.99



### DUNGEON RAIDERS: 2ND EDITION

Bid for treasure, cooperate to beat monsters, or maybe even lure your accomplices into traps! Balance cooperation and treachery to emerge alive with the most money and health in this speedy dungeon crawler by accomplished author Phil Walker-Harding, featuring artwork by 2017 Eisner Award winner Albert Montoya. Scheduled to ship in August 2018.  
DVR BGDRAIEN.....\$24.99

## DEX PROTECTION



### CREATION LINE - YELLOW DECKBOXES

Scheduled to ship in May 2018.

<b>LARGE</b>	
DEX CLY001 .....	\$20.00
<b>MEDIUM</b>	
DEX CLY002 .....	\$15.00
<b>SMALL</b>	
DEX CLY003 .....	\$10.00



### DEX BINDER 9

Scheduled to ship in May 2018.

<b>GREY</b>	
DEX DB9010 .....	\$25.00
<b>YELLOW</b>	
DEX DB9009 .....	\$25.00



### DEX BINDER 4

Scheduled to ship in May 2018.

<b>GREY</b>	
DEX DB4010 .....	\$18.00
<b>YELLOW</b>	
DEX DB4009 .....	\$18.00



### DEX BINDER 9 - LIMITED EDITION

Scheduled to ship in May 2018.

<b>BLACK</b>	
DEX PLB901 .....	\$25.00
<b>BLUE</b>	
DEX PLB902 .....	\$25.00
<b>GREEN</b>	
DEX PLB904 .....	\$25.00
<b>GREY</b>	
DEX PLB905 .....	\$25.00
<b>PURPLE</b>	
DEX PLB903 .....	\$25.00
<b>RED</b>	
DEX PLB906 .....	\$25.00



### DEX BINDER 4 - LIMITED EDITION

Scheduled to ship in May 2018.

<b>BLACK</b>	
DEX PLB401 .....	\$18.00
<b>BLUE</b>	
DEX PLB402 .....	\$18.00
<b>GREEN</b>	
DEX PLB404 .....	\$18.00
<b>GREY</b>	
DEX PLB405 .....	\$18.00
<b>PURPLE</b>	
DEX PLB403 .....	\$18.00
<b>RED</b>	
DEX PLB406 .....	\$18.00



### DEX BINDER 12

Scheduled to ship in May 2018.

<b>GREY</b>	
DEX DB1210 .....	\$30.00
<b>YELLOW</b>	
DEX DB1209 .....	\$30.00





### DEX BINDER 12 - LIMITED EDITION

Scheduled to ship in May 2018.

<b>BLACK</b>	
DEX PLB121 .....	\$30.00
<b>BLUE</b>	
DEX PLB122 .....	\$30.00
<b>GREEN</b>	
DEX PLB124 .....	\$30.00
<b>GREY</b>	
DEX PLB125 .....	\$30.00
<b>PURPLE</b>	
DEX PLB123 .....	\$30.00
<b>RED</b>	
DEX PLB126 .....	\$30.00



### CREATION LINE - GREY DECKBOXES

Scheduled to ship in May 2018.

<b>LARGE</b>	
DEX CLGY001 .....	\$20.00
<b>MEDIUM</b>	
DEX CLGY002 .....	\$15.00
<b>SMALL</b>	
DEX CLGY003 .....	\$10.00



### PROLINE INSERTS EDH - BLACK

Scheduled to ship in May 2018.

DEX PLL100 .....	\$10.00
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### DUALIST DECKBOX

Scheduled to ship in May 2018.

<b>GREY</b>	
DEX DBL010 .....	\$18.00
<b>YELLOW</b>	
DEX DBL009 .....	\$18.00



### SUPREME GAME CHEST INSERTS (2 PCS) - BLACK

Scheduled to ship in May 2018.

DEX SGC100 .....	\$10.00
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## FANTASY FLIGHT GAMES



## FEATURED ITEM



### ARKHAM HORROR LCG: HEART OF THE ELDERS MYTHOS PACK

Leave the safety of civilization behind in Heart of the Elders, the third Mythos Pack of *The Forgotten Age* cycle for *Arkham Horror: The Card Game*! This two-part scenario draws your expedition deep into the rainforest where you must attempt to unlock the entrance of an ancient cavern. Will you uncover the ruins you seek, or will the jungle consume you? Includes 60 cards to enhance your investigator decks and expand your investigations in the *Arkham Horror Files* universe. The two-part scenario pits you against perils both above and below the Earth. It can be played as a standalone adventure or as part of *The Forgotten Age* cycle.

Scheduled to ship in August 2018.

FFG AHC22 .....	\$14.95
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[www.CalliopeGames.com](http://www.CalliopeGames.com)

By Richard Garfield

By Paul Peterson

By Zach and Jordan Weisman

*Start playing today!*

**THE TITAN SERIES**  
GREAT GAMES BY GREAT DESIGNERS





## FEATURED ITEM

**A GAME OF THRONES LCG: 2ND EDITION - THE MARCH ON WINTERFELL CHAPTER PACK**

Prepare your armies for the long nights of winter with *The March on Winterfell*, the second Chapter Pack in the Dance of Shadows cycle for *A Game of Thrones: The Card Game*! Featuring the Shadow mechanic and new cards to draw out your enemy's plans, you can safely wait in the wings until your moment to strike! But what will you sacrifice in pursuit of power. Includes three copies each of twenty new cards to customize and strengthen your decks. Use of the Shadow mechanic introduces a new layer of mystery and intrigue to gameplay. New Plot and Agenda cards create fresh challenges and add variety to gameplay. Scheduled to ship in August 2018.

FFG GT32 ..... \$14.95



## FEATURED ITEM

**LEGEND OF THE FIVE RINGS RPG: BEGINNER GAME**

In Rokugan, it is said that honor is stronger than steel. While even the finest blade can bend and break under the heat of the forge, the Emerald Empire's society has been folded in the forges of politics and war for more than a thousand years, and it has not yet broken. *The Legend of the Five Rings Beginner Game* allows anyone to take on the role of a Samurai in Rokugan with a full range of four character folios, a fully realized adventure book, a set of custom dice, a map of Rokugan, a variety of tokens and a complete set of rules including a play example. *The Legend of the Five Rings Beginner Game* gives newbies and veterans alike the perfect door to the Emerald Empire. Experience the vibrant world of Rokugan with maps, character tokens, and more. Scheduled to ship in August 2018.

FFG L5R01 ..... \$39.95



## FEATURED ITEM

**THE LORD OF THE RINGS LCG: NIGHTMARE DECKS**

*Nightmare Decks* for *The Lord of the Rings: The Card Game* allow you to revisit your favorite scenarios cast in the shadows of the game's challenging Nightmare Mode. Featuring deadlier enemies, darker locations, and more terrifying surprises, each *Nightmare Deck* introduces new, alternate encounter cards and instructions for using them to reshape a scenario's encounter deck. The result? A nightmarish journey through territory you thought you knew, but with twists and turns that will have you on the edge of your seat! Scheduled to ship in May 2018.

**CITY OF CORSAIRS**

FFG UMEN50 ..... PI

**THE DROWNED RUINS**

FFG UMEN48 ..... PI

**A STORM ON COBAS HAVEN**

FFG UMEN49 ..... PI



## FEATURED ITEM

**THE LORD OF THE RINGS LCG: ROAM ACROSS RHOVANION ADVENTURE PACK**

*Roam Across Rhovanion* is the second *Adventure Pack* in the Ered Mithrin cycle for *The Lord of the Rings: The Card Game*. After venturing deep into the Grey Mountains, your path leads to the orcish stronghold of Gundabad. Before you can infiltrate this fortress, however, you must forge an uneasy alliance with a treacherous Goblin and travel across Rhovanion in search of his lost items. This pack's sixty cards include the first hero to bear the Woodman trait, forming the foundation for an entirely new type of deck. Scheduled to ship in August 2018.

FFG MEC67 ..... \$14.95



# A GAME OF THRONES™

THE CARD GAME

## THE MARCH ON WINTERFELL

CHAPTER PACK



GT32 | \$14.95



[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

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## FEATURED ITEM

**STAR WARS: LEGION - BOBA FETT OPERATIVE EXPANSION**

Boba Fett, one of the most notorious bounty hunters in the *Star Wars* galaxy, is coming to *Star Wars: Legion* as the game's first operative. Within the *Boba Fett Operative Expansion*, you'll find everything you need to add Boba Fett to your Imperial army as an operative dominating entire sections of the battlefield on his own. This expansion includes an unpainted, easily assembled Boba Fett miniature taking flight after his next target, alongside a unit card outlining his numerous skills and deadly array of weaponry. Scheduled to ship in August 2018.

FFG SWL18 ..... \$12.95

## FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION - BTL-A4 Y-WING EXPANSION PACK**

Although not as flashy as the T-65 X-wing, the BTL-A4 Y-wing is a reliable workhorse of the Rebellion, offering durability, dependability, and a flexible payload. The *BTL-A4 Y-Wing Expansion Pack* allows you to bring one of these heavy fighters to your *X-Wing Second Edition* squadrons. With a beautifully detailed and pre-painted miniature, six ship cards, and six upgrades ranging from bombs to turrets, this expansion gives you the freedom to outfit your Y-wing to match your personal playstyle.

FFG SWZ13 ..... \$19.95

## FEATURED ITEM

**STAR WARS: LEGION - SCOUT TROOPERS UNIT EXPANSION**

Pave the way for the Empire with the *Scout Troopers Unit Expansion* for *Star Wars: Legion*! Whether you need troops capable of locating and securing key points on the battlefield or specialized strike teams who can move in close to eliminate opposing squads before enemy forces can react,

the Scout Troopers are ready for a wide range of missions. Within the *Scout Troopers Unit Expansion*, you'll find seven unpainted Scout Trooper miniatures that can be used to field two different special forces units: a standard squad or a two-miniature strike team outfitted with specialized weaponry. Scheduled to ship in August 2018.

FFG SWL19 ..... \$24.95

## FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION - CORE SET**

Enter a new era of interstellar combat with *X-Wing Second Edition*! Refining the core formulas that made the *First Edition* a bestseller, *X-wing Second Edition* invites you to enter the *Star Wars* galaxy as ace pilots leading starfighter squadrons into fast-paced, high-stakes dogfights with iconic characters like Luke Skywalker and Darth Vader. This edition emphasizes the visceral thrill of flying starships while introducing Force powers into the game, allowing Force-sensitive pilots to push themselves and their ships to the limits of their capabilities. Meanwhile, a companion app tracks all ships, pilots, and upgrades, making building your squadron easier than ever before.

FFG SWZ01 ..... \$39.95



## FEATURED ITEM

**STAR WARS RPG: FORCE AND DESTINY - SPECIALIZATION DECKS**

Unlock the power of your Mystic with these *Specialization Decks* for *Star Wars: Force and Destiny*! Providing a quick reference with beautiful art, this deck keeps the action of your campaigns running while immersing you in a galaxy far, far away! Scheduled to ship in June 2018.

MYSTIC ALCHEMIST FFG USWF55 ..... PI

MYSTIC MAGUS FFG USWF53 ..... PI

MYSTIC PROPHET FFG USWF54 ..... PI

MYSTIC SIGNATURE ABILITIES FFG USWF56 ..... PI

## FEATURED ITEM

**STAR WARS X-WING: 2ND EDITION - DICE PACK**

Make the jump to the next generation of *X-Wing* with the *X-Wing Dice Pack*! Containing an additional set of six custom eight-sided dice, this pack helps your battles move faster and lets you focus on outwitting your opponents. This accessory contains three red attack dice and three green defense dice, allowing each player to have a complete set of dice.

FFG SWZ05 ..... \$7.95





## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - REBEL ALLIANCE CONVERSION KIT

Bring hope to the galaxy as the space battles of the Star Wars galaxy play out on your tabletop with the *Rebel Alliance Conversion Kit for X-Wing Second Edition*! This kit brings your squad into the future of X-Wing with the components you need to upgrade your Rebel ship collection from the *First Edition* to the *Second Edition*, including pilot cards, upgrade cards, and ship tokens.

FFG SWZ06..... \$49.95



## FEATURED ITEM

### STAR WARS X-WING: 2ND EDITION - REBEL ALLIANCE MANEUVER DIAL UPGRADE KIT

Customize and enhance your maneuver dials as you declare your allegiance to the Rebel Alliance with the *Rebel Alliance Maneuver Dial Upgrade Kit for X-Wing Second Edition*! The three detailed plastic protectors included in this pack safely and secure your ships' maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the *Rebel Alliance Maneuver Dial Upgrade Kit*!

FFG SWZ09..... \$9.95



## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - SCUM AND VILLAINY CONVERSION KIT

Across the galaxy, bounty hunters will take on missions for the highest bidder, doing whatever it takes to track their quarry. Begin the hunt and take your squad into the future of X-Wing with the *Scum and Villainy Conversion Kit*! This kit contains the components you need to upgrade your Scum ship collection from the *First Edition* to the *Second Edition*, including pilot cards, upgrade cards, and ship tokens.

FFG SWZ08..... \$49.95



## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - FANG FIGHTER EXPANSION PACK

Only the most elite Mandalorian warriors are chosen to pilot the Concord Dawn Protectorate Fang Fighter. Utilizing advanced pivot wing technology, the pilots of this craft were known for their bold maneuvers, often swooping in for head-on face-offs at close range. You can pull off your own daring moves in *X-Wing Second Edition* with the *Fang Fighter Expansion Pack*. Featuring a highly detailed pre-painted Fang Fighter miniature, this expansion also includes six Scum pilots who bring their own abilities to this highly maneuverable fighter along with four upgrade cards that provide additional customization options.

FFG SWZ17..... \$19.95



## FEATURED ITEM

### STAR WARS X-WING: 2ND EDITION - GALACTIC EMPIRE CONVERSION KIT

Bring the might of the Imperial Navy to bear against your foes with the *Galactic Empire Conversion Kit for X-Wing Second Edition*! The components you find here, including ship cards, upgrade cards, ship tokens, and maneuver dials, adapt your *First Edition* ships to the many changes introduced in *X-Wing Second Edition*, giving you access to a wide range of options for customizing your squadrons.

FFG SWZ07..... \$49.95



## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - GALACTIC EMPIRE MANEUVER DIAL UPGRADE KIT

Customize and enhance your maneuver dials as you display your Imperial pride with the *Galactic Empire Maneuver Dial Upgrade Kit for X-Wing Second Edition*! The three detailed plastic protectors included in this pack safely and secure your ships' maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the *Galactic Empire Maneuver Dial Upgrade Kit*!

FFG SWZ10..... \$9.95



## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - SCUM AND VILLAINY MANEUVER DIAL UPGRADE KIT

Customize and enhance your maneuver dials as you boldly declare allegiance to no one but yourself with the *Scum and Villainy Maneuver Dial Upgrade Kit* for *X-Wing Second Edition*! The three detailed plastic protectors included in this pack safely and secure your ships' maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the *Scum and Villainy Maneuver Dial Upgrade Kit*!

FFG SWZ11 ..... \$9.95

## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - SLAVE 1 EXPANSION PACK

Originally produced for law enforcement purposes, the Firespray-class patrol craft became a favorite of bounty hunters across the galaxy, including the infamous Boba Fett. The ship's robust chassis offers plenty of space for additional weaponry and other less-than-legal modifications. The *Slave 1 Expansion Pack* for *X-Wing Second Edition* gives Scum pilots the chance to fly one of these versatile ships into a new era of space combat. With a beautifully pre-painted ship miniature as well as all the ship cards, upgrade cards, and tokens you need to get flying, this expansion gives you a vast array of options for customizing your own Firespray-class patrol craft and adding it to your squadron.

FFG SWZ16 ..... \$29.95

## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - T-65 X-WING EXPANSION PACK

No ship has become more emblematic of the Rebel Alliance's struggle against the tyranny of the Empire than the T-65 X-wing. The ship's astromech droid finely balances its firepower, shielding, and maneuverability, making it one of the most versatile and effective starfighters in the galaxy. Now, you can add one of these iconic ships to your *X-Wing Second Edition* squadron with the *T-65 X-Wing Expansion Pack*. In addition to a beautifully painted miniature, this pack contains everything you need to bring the T-65 X-wing into a new era of space combat. Six Rebel pilots stand ready to defy the Empire while six upgrades including torpedoes and astromechs provide you with plenty of options for outfitting your ships.

Lock your S-foils in attack positions and fly for freedom!

FFG SWZ12 ..... \$19.95

## FEATURED ITEM

### STAR WARS X-WING: 2ND EDITION - TIE ADVANCED X1 EXPANSION PACK

Flown only by high-ranking Imperial agents and specialist squadrons, sighting a TIE Advanced x1 is a sure sign that the sector has drawn the Empire's attention. Its prototype design incorporates experimental targeting systems and deflector shields, making it a particularly deadly addition to any Imperial squadron. The *TIE Advanced x1 Expansion Pack* allows you to add one of these state-of-the-art fighters to your games of *X-Wing Second Edition* with six Imperial pilots, including Darth Vader himself. Additionally, six upgrades give you more options for customizing your ship, including Elite Pilot Talents, missiles, and Force powers to push your Force-sensitive pilots further than ever before.

FFG SWZ15 ..... \$19.95

## FEATURED ITEM



### STAR WARS X-WING: 2ND EDITION - TIE/LN FIGHTER EXPANSION PACK

Instill fear in all those who would stand against the Empire. The *TIE/LN Fighter Expansion Pack* includes everything you need to add the Empire's most iconic starfighter to your *X-Wing Second Edition* squadron. With its namesake twin ion engines providing impressive speed and pinpoint maneuverability, the TIE is an affordable fighter that you can deploy in overwhelming numbers to defeat your foes. Featuring a pre-painted miniature accompanied by ten ship cards, four upgrades, one maneuver dial, and three Quick Build cards, this expansion has everything you need to get into the battle right away.

FFG SWZ14 ..... \$19.95



# Legend of the Five Rings™

ROLEPLAYING



## BEGINNER GAME

L5R01 | \$39.95

## Travel to the Emerald Empire

Dive into the world of Rokugan with the *Legend of the Five Rings Roleplaying Beginner Game*! This roleplaying experience gives both Game Masters and players alike everything they need to jump into the Eastern-inspired world of Rokugan. A pre-made adventure guides the Game Master through a thrilling adventure at the Topaz Championship while detailed character folios keep the rules at the players' fingertips, allowing them to focus on the action and intrigue of the Emerald Empire. Enter a world where honor is stronger than steel with the *Legend of the Five Rings Roleplaying Beginner Game*!



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## FIRELOCK GAMES

### BLOOD & PLUNDER

Scheduled to ship in July 2018.



#### BLOOD D10 DICE SET

FGD 0046..... PI



#### CANOA SHIP

FGD 0073..... PI



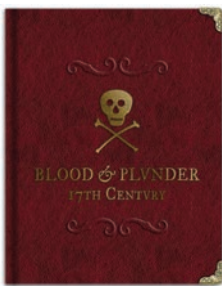
#### CASUALTY MARKERS

FGD 0086..... PI



#### CIVILIAN SPECIAL CHARACTERS

FGD 0087..... PI



#### THE COLLECTORS EDITION

This leatherette-bound edition of the rule book and No Peace Beyond the Line expansion is greatly inspired by seventeenth century texts and conveniently combines the original Blood & Plunder with the No Peace Beyond the Line expansion text. Scheduled to ship in July 2018.

FGD 0088..... PI

#### DELUXE TEMPLATE SET

FGD 0078..... PI



#### DUTCH ACTIVATION DECK

FGD 0081..... PI



#### DUTCH COMMANDER

FGD 0071..... PI



#### DUTCH ENTER PLOEG UNIT

FGD 0055..... PI



#### DUTCH KAPERS UNIT

FGD 0057..... PI



#### DUTCH MILITIE UNIT

FGD 0056..... PI



#### DUTCH NATIONALITY SET

FGD 0049..... PI



#### DUTCH PIET HEYN LEGENDARY COMMANDER

FGD 0059..... PI



#### DUTCH ZEELIEDEN UNIT

FGD 0058..... PI



#### ENGLISH WILLIAM KIDD LEGENDARY COMMANDER

FGD 0069..... PI



#### EUROPEAN CANNON CREW

FGD 0077..... PI



#### EUROPEAN COLONIAL MILITIA NATIONALITY SET

FGD 0051..... PI



#### EUROPEAN FORCES ACTIVATION DECK

FGD 0082..... PI



#### EUROPEAN MILITIA CAVALRY UNIT

FGD 0064..... PI



#### EUROPEAN PIRATES AND PRIVATEERS NATIONALITY SET

FGD 0052..... PI



#### EUROPEAN REFORMADO COMMANDER

FGD 0079..... PI





**EUROPEAN SAILOR  
MUSKETEERS UNIT**  
FGD 0066..... PI



**EUROPEAN SAILORS UNIT**  
FGD 0067..... PI

**EUROPEAN SAILOR WEAPON  
UPGRADE UNIT**  
FGD 0063..... PI



**EUROPEAN SOLDIERS**  
FGD 0080..... PI



**FIELD GUNS**  
FGD 0085..... PI



**FLUYT SHIP**  
FGD 0075..... PI



**FRENCH LAURENS DE GRAFF  
LEGENDARY COMMANDER**  
FGD 0068..... PI



**MOUNTED COMMANDER**  
FGD 0084..... PI



**NATIVE AMERICAN AFRICAN  
WARRIORS UNIT**  
FGD 0089..... PI



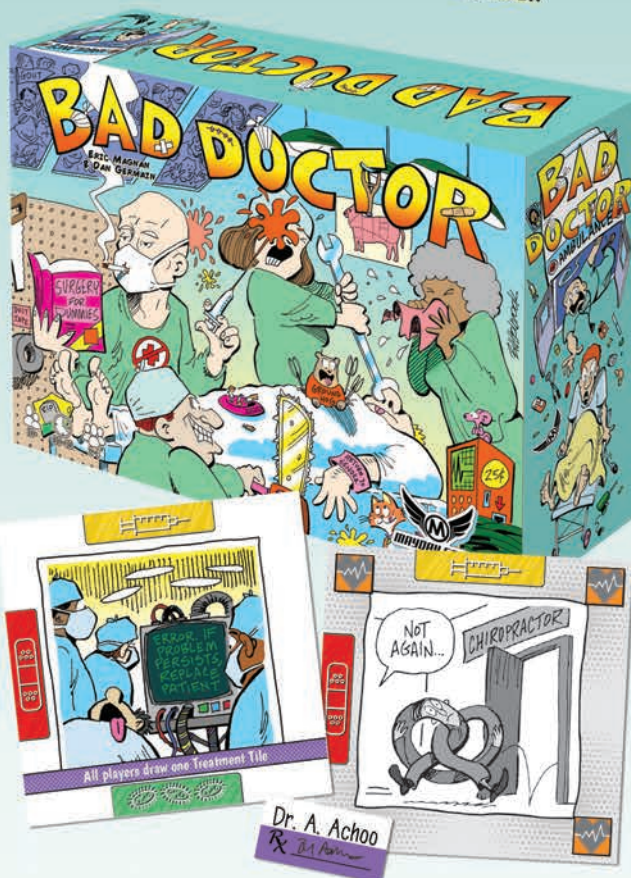
**NATIVE AMERICAN COMMANDER**  
FGD 0072..... PI



**NATIVE AMERICAN KING GOLDEN  
CAP LEGENDARY COMMANDER**  
FGD 0062..... PI

# BAD DOCTOR

ERIC MAGNAN  
& DAN GERMAIN



**BAD DOCTOR!** is a light tile-laying game where doctors compete for the glory of being the best doctor by treating and curing patients. Assume the role of an overworked doctor fighting to keep it together in a derelict hospital overwhelmed by patients. Each patient is yet another burden that you struggle to keep alive until your shift ends. Avoid blame at all costs by leaving the sickest patients for your rival doctors!



WWW.MAYDAYGAMES.COM





**NATIVE AMERICAN NATIONALITY SET**

FGD 0050..... PI



**NATIVE AMERICAN WARRIOR ARCHERS UNIT**

FGD 0090..... PI



**NATIVE AMERICAN WARRIOR MUSKETEERS UNIT**

FGD 0060..... PI



**NATIVE AMERICAN YOUNG WARRIORS UNIT**

FGD 0061..... PI



**NATIVE CARIBBEAN ACTIVATION DECK**

FGD 0083..... PI



**NO PEACE BEYOND THE LINE**

This 248-page book is a supplement to the original Blood & Plunder rule book and contains plenty of new content including units, ships, and additional rules.

FGD 0054..... PI



**NO PEACE BEYOND THE LINE UNIT & CHARACTER CARD SET**

FGD 0076..... PI



**PIRAGUA SHIP**

FGD 0074..... PI



**PLUNDER D10 DICE SET**

FGD 0047..... PI



**SEA TEMPLATE SET**

FGD 0053..... PI



**SPANISH JUAN CORSO LEGENDARY COMMANDER**

FGD 0070..... PI

**FLYING FROG PRODUCTIONS**



**SHADOWS OF BRIMSTONE: BLASTED WASTES DELUXE OTHERWORLD**

This Expansion introduces a brand new OtherWorld full of alien terrors, Wasteland Scavengers, and deadly desert hazards! Included are a full set of 18 Map Tiles for the Blasted Wastes world (with another new Earth-based world on the back - The Canyons), all of the cards needed for both of these new worlds, 4 deadly new Enemy Types (6 Wasteland Scavengers, 3 Sand Crabs, 3 Wasteland Warlords/Heavies, and 6 Tribal Ghost Warriors), as well as a brand new alien Barter Town that Heroes can visit in the Wastes! Scheduled to ship in September 2018.

FFP 0709..... \$79.95



**SHADOWS OF BRIMSTONE: ORDER OF THE CRIMSON HAND**

This Mission Pack contains a set of nefarious Crimson Hand cultists (12) as well as a new Objective Room Map Tile, over 40 new cards themed for these fanatical Enemies, and 4 new Missions that create a narrative story campaign. Scheduled to ship in July 2018.

FFP 07MP06..... \$44.95



**SHADOWS OF BRIMSTONE: WEREWOLVES FERAL KIN MISSION PACK**

This Mission Pack contains a set of beastly Werewolf Feral Kin (6 Large models) as well as a new Objective Room Map Tile, over 40 new cards themed for these brutal Enemies, and 4 new Missions that create a narrative story campaign. Scheduled to ship in May 2018.

FFP 07MP05..... \$39.95

**FLYING MEEPLE**



**ROLL & SEEK: THE MUSEUM**

Roll & Seek is a great new twist on the classic game of memory! As you get to know your way around the museum, you'll roll more and more locations that you already know how to get to. That's how those big wins most often happen though you could just get lucky! If the tiles and dice don't match, just flip them back down and let your friends Roll & Seek. Scheduled to ship in August 2018.

GSU FLY2301..... \$20.00

**FORMAL FERRET GAMES**



**THE NETWORKS: ON THE AIR**

Expand your copy of The Networks with On the Air, which offers all sorts of extra stuff for fans of the game. This expansion contains New Season 4-5 Shows that grant strange powers, new Stars, Ads, and Network Cards, some blank Shows and Stars for you to customize your copy of the game with, and even stickers that you can apply to your scoring and turn order tokens! Scheduled to ship in September 2018.

FRM NETW02..... \$10.00





### THE NETWORKS: EXECUTIVES

So you've proven your worth in the past. We know you can run an ordinary TV network. Big deal. We have a bigger challenge for you. Here are 12 unique Network Executives, each with their own weird characteristics. Every Executive has powers, but they also have significant liabilities. Can you master each executive's idiosyncrasies, draft the best Season 0 cards, claim your true status as a Mogul, and come out on top? *The Networks: Executives* is an expansion to the hit board game *The Networks*. You must have the base game *The Networks* in order to play it. Scheduled to ship in September 2018.

FRM NETW03 ..... \$30.00



### THE NETWORKS: TELLY TIME

Welcome to the United Kingdom! *Telly Time* is a UK focussed mini-expansion for *The Networks* that adds 3 new Genres, plus a Genre Bingo card that gives players a new way to score Genre Bonuses. It's a completely new way to play the game! Scheduled to ship in September 2018.

FRM NETW07 ..... \$15.00

### GALE FORCE NINE



### GRASSLAND/DESERT DOUBLE SIDED GAMING MAT 48" X 72"

Scheduled to ship in July 2018.

GF9 BB951 ..... PI

## GALACTIC WARZONES

Scheduled to ship in July 2018.

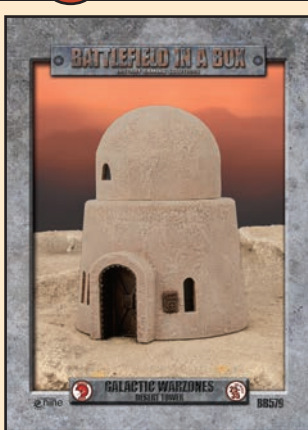
### SPOTLIGHT ON



#### DESERT BUILDINGS

GF9 BB580 ..... \$25.00

### SPOTLIGHT ON



#### DESERT TOWER

GF9 BB579 ..... \$25.00

### SPOTLIGHT ON



#### DESERT WALLS

GF9 BB581 ..... \$25.00

## GALACTIC WARZONES

Scheduled to ship in August 2018.

### SPOTLIGHT ON



#### DEFENSE TURRETS

GF9 BB582 ..... \$25.00

### SPOTLIGHT ON



#### POWER GENERATOR

GF9 BB583 ..... \$30.00

## STAR TREK ASCENDANCY: STARBASES (3)

Scheduled to ship in June 2018.



#### CARDASSIAN

GF9 ST032 ..... \$12.00



#### FEDERATION

GF9 ST029 ..... \$12.00



#### FERengi

GF9 ST033 ..... \$12.00



#### KLINGON

GF9 ST030 ..... \$12.00



#### ROMULAN

GF9 ST031 ..... \$12.00



## TANKS

Scheduled to ship in August 2018.



#### SOVIET KV

GF9 TANKS68 ..... \$9.99



#### SOVIET LEND-LEASE CHURCHILL

GF9 TANKS66 ..... \$9.99



#### SOVIET LEND-LEASE M3 STUART

GF9 TANKS70 ..... \$9.99



#### SOVIET LEND-LEASE M3S LEE

GF9 TANKS67 ..... \$9.99



#### SOVIET LEND-LEASE VALENTINE

GF9 TANKS65 ..... \$9.99





**SOVIET T-34 (EARLY)**  
GF9 TANKS69 .....\$9.99

## GLOBAL GAMES

### TANTO CUORE: DOKI DOKI BEACH VOLLEYBALL

*Tanto Cuore: Doki Doki Beach Volleyball* is a quick fifteen minute two-player spin off game to the *Tanto Cuore* series. Featuring new art from *Tanto Cuore* artists, *Doki Doki Beach Volleyball* takes a few maids from Romantic Vacation on another adventure! Two players will battle their teams against one another to become queens of the net! Whoever wins the most of 3 rounds wins the game! Scheduled to ship in July 2018.  
GGD JPG029 ..... PI



### TANTO CUORE: WINTER ROMANCE

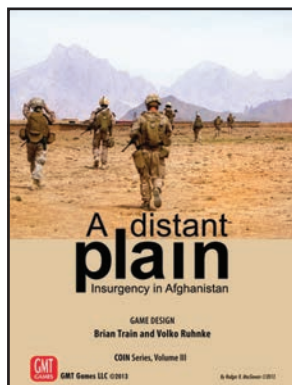
Ignite the fires of love to escape the cold of winter! As Master of the House in *Tanto Cuore: Winter Romance*, you will employ maids and the newly-introduced butlers and build up your mansion (deck) as they serve you. It can be played as

a stand-alone game or it can be combined with *Tanto Cuore, Expanding the House, Romantic Vacation, and Oktoberfest!* Scheduled to ship in July 2018.  
GGD JPG005 ..... PI

## GMT GAMES

### COMBINED UPGRADE KIT FOR A DISTANT PLAIN AND CUBA LIBRE

Contains 1x Update booklet containing Rules Section 8 and Playbook 1 player example section and 2x Updated Player Aid Card 2 bots flowcharts (foldout) for *Cuba Libre*. Scheduled to ship in July 2018.  
GMT 1309/10-18UD .....\$15.00



### COUNTER INSURGENCIES: ARIOVISTUS - FALLING SKY EXPANSION

*Ariovistus* expands the scope of the original game by allowing players to introduce the threat to Rome and Gaul posed by Ariovistus and his Germanic horde. Scheduled to ship in July 2018.



GMT 1811 .....\$38.00

## GOODMAN GAMES



### TALES FROM THE MAGICIAN'S SKULL #2

*Tales From The Magician's Skull* is a magazine of all-new swords & sorcery fiction. Issue #2 features fiction by James Enge, John C. Hocking, Nathan Long, James Stoddard, Violette Malan, Dave Gross, and Setsu Uzume, with an illustrated adaptation of an Abraham Merritt story by Stefan Poag. Each story is lovingly illustrated by industry stalwarts, and issue #2 features art by Jennell Jaquays, Doug Kovacs, William McAusland, Brad McDevitt, Samuel Dillon, Russ Nicholson, Cliff Kurowski, and Stefan Poag Scheduled to ship in July 2018.

GMG 4501 .....\$14.99

## GREATER THAN GAMES

### SPOTLIGHT ON



### SCYTHE: MY LITTLE SCYTHE

*My Little Scythe* is a competitive, family-friendly game in which each player controls two animal miniatures embarking upon an adventure in the Kingdom of Pomme. In an effort to be the first to earn four trophies from eight possible categories, players take turns choosing to Move, Seek, or Make. These actions will allow players to increase their friendship and pies, power up their actions, complete quests, learn magic spells, deliver gems and apples to Castle Everfree, and perhaps even engage in a pie fight.

GTG STM800 .....\$50.00

## GREENBRIER GAMES



### FOLKLORE: THE AFFLICTION

Enter an age where folklore was a thing that was told in secret as a means of survival and not just a tale to keep frightened children from sleeping in their beds. In *Folklore: the Affliction*, a highly immersive, collaborative, adventure board game, players portray one of six unique characters, increasing in knowledge and skill as they embark on a frightful journey to save the world of Folklore from the horrors that plague it. Will you survive the adventure that awaits? Will your courage falter and your friends fail you? Or will you become legends? Scheduled to ship in September 2018.

GNE FL31 .....\$69.95

## GRIGGLING GAMES



### QUARTERMASTER GENERAL: PRELUDE

*Prelude* is a new expansion to the award winning game, *Quartermaster General*. *Prelude* adds a short pre-game deck of History and Armament cards, representing the build up to war throughout the 1930s. When the tension gets high enough, war breaks out and the regular game begins, but with a differing opening and possibilities! Scheduled to ship in August 2018.

GGM 0012 .....\$20.95

## GUT BUSTIN' GAMES



### GOBS OF JOBS

Hi Kids! Let's play a game about earning money and what to do with it! Save it? Spend it? Give it? YES to all three! Save up for something big and important. Treat yourself and have some fun! Help others and make a difference. Play *Gobs of Jobs* for a fun earning and learning adventure. Scheduled to ship in June 2018.

GUT 1017 .....\$32.00





# THE MULTIVERSE ENDS HERE

Can you save Earth and repair the cracks in  
time throughout the Multiverse?

greater/than/games  
[www.greaterthangames.com](http://www.greaterthangames.com)





## IDW GAMES



### BATMAN: THE ANIMATED SERIES, GOTHAM UNDER SIEGE

*Batman: The Animated Series Gotham Under Siege* has you & up to FOUR of your friends playing as Batman and his trusted allies. In each round, players will face off against a set of story cards, all inspired by the first season of *Batman: The Animated Series*, and roll a pool of dice to complete actions. Players will need to balance between cleaning up the streets of Gotham, and completing story missions in order to protect the city. If too many civilians fall or buildings be destroyed, there will be nothing left for Batman & his trusted allies to protect.

IDW 01537 .....\$49.99



### INVADER ZIM DOOMSDAY DICE GAME TIN

In *Invader Zim Doomsday Dice Game*, up to three players take the role of either Zim or Gir, working for their Almighty Tallest Irkin Overlords, or as, Dib or Agent Darkbootie, working to protect the earth as part of the secretive Swollen Eye network. Draw cards to build a crazy machine to either destroy the earth, or save it. Be careful though, as rolling either die can end in a fizzle or a malfunction, costing you all the energy you've earned, or even breaking your machine. The first player to earn 100 energy wins, and everyone else owes them taquitos.

IDW 01425 .....\$19.99

## JELLYBEAN GAMES



### SHOW AND TILE

Make words using nothing but tangram tiles. Then, guess what everyone else has created before the time runs out! Scheduled to ship in September 2018.

JBG 556401 .....\$24.95



### SWEET JENNY

*Sweet Jenny* is a gambling game played in the world of Theah and inspired by classic card games. As a game itself, *Sweet Jenny* is a mix of blackjack, poker, and three-card monte. It combines strategy, bluffing, mind-games, and blind luck to create a chaotic and fun diversion for sailors, dock-hands, slumming nobles, and tavern-dwelling philosophers alike. Scheduled to ship in September 2018.

JWP 9001 .....\$19.95

### TEENAGE MUTANT NINJA TURTLES DECK BOX SET (4)

Protect your cards with this official *Teenage Mutant Ninja Turtles Deck Box Set*. Featuring each of your favorite Turtles, this two piece, constructed deck box holds up to 82 standard sized cards in sleeves, and is made with super thick, 800gsm chipboard with full color printing. Protect your cards or use it to store your tokens, dice, and other accessories.

IDW 01604 .....\$14.99



### THE LADY AND THE TIGER

*The Lady and the Tiger* is a micro-game collection. Five unique games in eighteen beautifully-illustrated cards. Scheduled to ship in June 2018.

JBG 556201 .....\$19.95

## KOBOLD PRESS



### DUNGEONS & DRAGONS RPG: CREATURE CODEX HARDCOVER

Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the *Creature Codex* has you covered! Nearly 400 new foes for your 5E game - everything from acid ants and grave behemoths to void giants and zombie lords. Scheduled to ship in September 2018.

PZO KOBCC5E .....\$49.99

## INDIE BOARDS & CARDS



### DON'T MESS WITH CTHULHU DELUXE

*Don't Mess With Cthulhu* is a fast playing social deduction game with secret identities. Players are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end. Nobody knows who is on their team, or who they can trust. Each turn has the potential to wake Cthulhu and end the world in an instant. Includes the Necronomicon and Objects of Power expansions! Scheduled to ship in September 2018.

IBC DMWC2 .....\$19.99



### EXODUS: PARIS NOUVEAU

Your mission? Lead a daring rescue attempt to save innocent citizens from the corrupted Paris Nouveau government. You've been in this together from the beginning. You've had each other's backs. But we fear some of your team may have been bought off by the hunters. Scheduled to ship in September 2018.

IBC EXD1 .....\$20.00

## JOHN WICK PRESENTS



### 7TH SEA RPG: 2ND EDITION - SECRET SOCIETIES 7TH SEA RPG: 2ND EDITION - SECRET SOCIETIES

Across the world of Terra, far from the familiar kingdoms of Theah, lies the East. The lands of Khitai fill nearly half the world's map, a rich tapestry of kingdoms connected by adventure, intrigue, trade and exploration. It is an intricate world of contemplative warriors, samurai and animistic mystics, all heeding a Call to Adventure resonating out across the world. Scheduled to ship in September 2018.

JWP 7200 .....\$19.99



### DUNGEONS & DRAGONS RPG: CREATURE CODEX PAWNS

300 pawns on heavy stock gives anyone an instant table-ready horde of monsters. Scheduled to ship in September 2018.

PZO KOBCCPAWN .....\$34.99





**YU-GI-OH! TCG:  
ADVENT CALENDAR**

Coming this holiday season, the Yu-Gi-Oh! Trading Card Game Advent Calendar is here to honor the old-time tradition of counting down the days to Christmas, in a way fit for a Duelist! The Yu-Gi-Oh! Trading Card Game Advent Calendar contains 24 doors, full of holiday-themed cards to add to your collection and power up your Decks. Box of Friends, Toy Magician and many more cards can be found to get Duelists into the holiday mood! Each Yu-Gi-Oh! Trading Card Game Advent Calendar contains: 14 Super Rares and 10 Ultra Rares.

KON 83929 .....\$19.99



**YU-GI-OH! TCG: CYBERNETIC  
HORIZON SPECIAL EDITION BOX  
DISPLAY (10)**

Past and present collide in Cybernetic Horizon, the first 100-card booster set of the 2018-2019 Dueling season! This set modernizes popular themes from the Yu-Gi-Oh! GX, 5D's, and ZEXAL eras, provides brand-new Link Monsters, and new cards to bolster strategies introduced in Code of the Duelist, Circuit Break, Extreme Force, Flames of Destruction, Dark Saviors, and more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83880 .....\$99.90



**YU-GI-OH! TCG: KAIBA  
CORPORATION SINGLE DECK BOX**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83936 .....\$4.99



**YU-GI-OH! TCG: KAIBA  
CORPORATION CARD  
SLEEVES PACK (50)**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83933 .....\$3.99

**YU-GI-OH! TCG:  
POWERCODE LINK  
STRUCTURE DECK DISPLAY (8)**

The Powercode Link Structure Deck is a great second step for Duelists who started Dueling with Codebreaker Starter Deck. For Duelists that like to live dangerously, a new Field Spell Card gives you a chance to Special Summon a random Cyberse-Type Link Monster directly from your Extra Deck without having to Link Summon or use any monsters as materials. But to claim that reward, you must take 2000 or more damage from one battle or card effect, simulating Playmaker's Storm Access skill from the animated series! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83944 .....\$79.92



NOT FINAL ART

**YU-GI-OH! TCG:  
SHADOWS IN VALHALLA  
BOOSTER DISPLAY (24)**

Hot off the heels of his brother, Leon's, fairytale inspired cards from Battles of Legend-Relentless Revenge, Zigfried von Schroeder's Valkyries are set to make their debut in Shadows in Valhalla! Ninja Decks combine powerful Warrior-Type Ninja monsters with Ninjitsu Art Spell and Trap Cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83961 .....\$95.76

Available Now!

子猫の肉球  
**Kitty  
Paw**

Paw your way to victory!



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6+

1-4

15-30

Rules in English / Japanese



## LARK & CLAM



### FLANX

Flanx is a head-to-head game of speed where each player must match shapes and colors to quickly arrange their cards on a table. The objective is to build a trail of cards around the other player's line. The first person to flank their opponent and place a card behind the other player's line wins the game. The kicker is that there are no turns. Both players move simultaneously so speed and flawless execution are the keys to success! Scheduled to ship in September 2018.

LNC 2481 .....\$9.99

## LION FORGE



### ROLLED & TOLD #1

An all-inclusive gaming experience! Each and every month we bring you a ready-to-play, fun adventure for one of your favorite table top role-playing games. These 64 pages are packed with beautiful illustrations, comics coinciding with each adventure to excite and inspire your players, and helpful articles sure to enhance the game for new and old game masters alike. Scheduled to ship in September 2018.

DIA STL091558 .....PI

## LUCKY DUCK GAMES

### FRUIT NINJA: COMBO PARTY

Fruit Ninja: Combo Party is a three to six player game mixing drafting, push your luck and dexterity! All players simultaneously choose a card from their hand and place it open on the table together. If two or more players placed the same card on the table, they have to take the totem in the middle of the table as fast as possible. The first person to grab it takes extra points this round. The player who scores the most points is the winner! Scheduled to ship in August 2018.

LKY 040 .....\$19.99



## MANTIC ENTERTAINMENT

### THE WALKING DEAD ALL OUT WAR

Scheduled to ship in September 2018.



#### ABRAHAM BOOSTER

MGE MGWD136 .....\$19.99



#### FEAR THE HUNTERS EXPANSION

MGE MGWD026 .....\$44.99



#### CHRIS, LEADER OF THE HUNTERS

MGE MGWD135 .....\$19.99



#### MAGGIE AND GLENN ON HORSEBACK

MGE MGWD133 .....\$29.99



#### RICK, LEADER OF THE SURVIVORS LEADER PACK

MGE MGWD134 .....\$19.99

## LOONEY LABS



### STAR TREK FLUXX

Set a course for the final frontier with *Star Trek Fluxx*! Featuring Kirk, Spock, McCoy, and the rest of the original series crew, you'll take command of the Enterprise, and face Creepers like Klingons, Romulans, and the terrifying Doomsday Machine. You might even find yourself playing Fizzbin or Venting the Warp Core to explore new worlds and collect the Keepers needed for victory! *Star Trek Fluxx* will take you where no card game has gone before!

LOO 085 .....\$20.00



### STAR TREK: TNG FLUXX

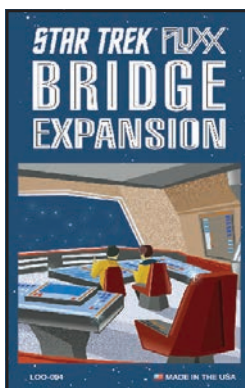
Beam yourself aboard the Enterprise-D for a game of *Star Trek: The Next Generation Fluxx*! Join Picard, Riker, Data, and the rest of the TNG crew, to gather the Keepers you need for victory – but don't let Creepers like Q or the Borg keep you from your mission! With new cards like Darmok and the Rule of Acquisition, this version of Fluxx will take you into the 24th Century!

LOO 086 .....\$20.00

### STAR TREK FLUXX BRIDGE EXPANSION

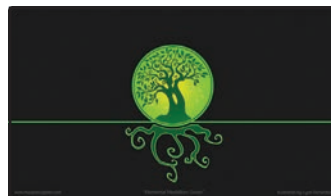
Want to shuffle your *Star Trek Fluxx* together with your *Star Trek: TNG Fluxx*? Great! We designed them to be combined! And the 12 Bridge Pack expansion cards make it even better. The Bridge Keeper lets you take control of either Enterprise, and a host of new Goals let Kirk meet Picard, Spock meet Data, and the Past meet the Future!

LOO 094 .....\$5.00



## MAX PROTECTION

### OFFERED AGAIN



#### O/A ELEMENTAL MEDALLION PLAYMATS

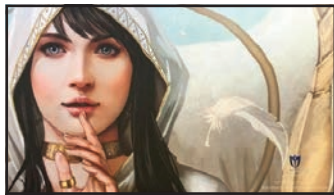
5 SYMBOL MAX 8010MELS .....PI  
BLACK MAX 8010MEBK .....PI  
BLUE MAX 8010MEBU .....PI  
GREEN MAX 8010MEGR .....PI  
RED MAX 8010MERD .....PI  
WHITE MAX 8010MEWT .....PI





### O/A PIRATE FLAG - JOLLY ROGER - PLAYMAT

MAX 8010MYAR ..... PI



### O/A LET SLEEPING DRAGONS LIE - PLAYMAT

MAX 8010MLDL ..... PI



### O/A TROUBLE AT THE TEMPLE - DRAGON INVASION PLAYMAT

MAX 8010MTAT ..... PI



### O/A UNDEFEATED! - PLAYMAT

MAX PMWRZ2 ..... PI

## MAYDAY GAMES



### CAHOOTS

*Cahoots* is a trick-taking card game where you choose when to conspire with each of your opponents in order to win. Great for both serious and casual gamers, in *Cahoots* you will cooperate, negotiate, backstab, and bluff your way to victory. Because, even though you win by yourself, you cant win alone! Scheduled to ship in May 2018.

MDG 4236.....\$11.95



### ROOSTER RUSH

Why did the chicken cross the road? Truth be told, we don't really know. But, there must be something really good on the other side for the industrious rooster to brave the busy streets to get to the other side. Spin the tokens, slap the cards, but don't get hit while trying to weave your way through traffic. And always be on the lookout for Granny on her green moped! Scheduled to ship in May 2018.

MDG 4237.....\$14.95

## MODIPHIUS

### MUTANT YEAR ZERO

Scheduled to ship in August 2018.



### MECHATRON

This is the second major expansion to *Mutant: Year Zero*, the award-winning post-apocalyptic pen & paper roleplaying game by Free League Publishing. *Mutant: Mechatron* tells the origin story of the robots, and introduces them into the dawnworld of *Mutant: Year Zero*. A detailed description of Mechatron-7, the huge underground robot hive, including a beautiful full-color map. The complete campaign *Ghost in the Machine*, putting the player characters in the middle of a conflict threatening the future of the entire robot hive. An overview of how the robots can adapt to life in the Zone, and join the human mutants of *Mutant: Year Zero*.

MUH 051000.....\$49.99



### MECHATRON 7 MAP

MUH 051113.....\$14.99



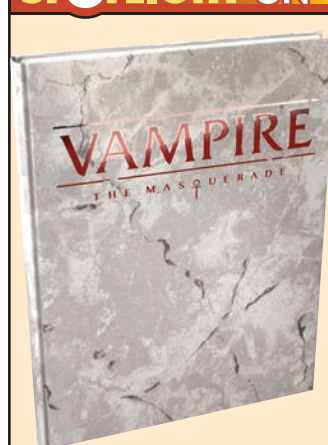
### MECHATRON DECK

This deck contains 74 cards for use with the *Mutant: Mechatron* roleplaying game. MUH 051112.....\$16.99

### VAMPIRE THE MASQUERADE

Scheduled to ship in August 2018.

## SPOTLIGHT ON



### 5TH EDITION CORE RULEBOOK

The classic that changed roleplaying games forever returns! This fifth edition features a streamlined and modern rules design, beautiful new full-color art, and a rich story experience for players. Powered by the innovative Hunger cycle, the game also includes rules for creating system supported character coterie, Loresheets to directly involve players with their favorite parts of the setting and The Memoriam, a new way to bring the character's detailed backgrounds and expand on them in-session. V5 is a return to *Vampire's* original vision, moving boldly into the 21st century.

### DELUXE ALTERNATE COVER

MUH 051572.....\$140.00

### HARDCOVER

MUH 051571.....\$55.00



### 5TH EDITION STORYTELLER SCREEN

Scheduled to ship in August 2018.

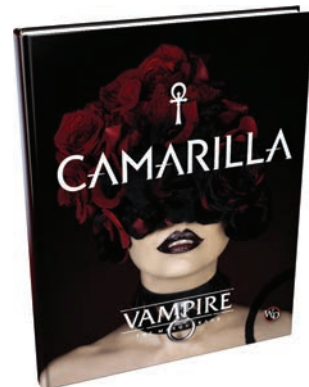
MUH 051577.....\$28.00



### ANARCH SUPPLEMENT HARDCOVER

Welcome to a blood thriller on the streets of the modern nights. For centuries the Anarch Movement enjoyed an uneasy truce with the Camarilla, but no longer. Now, the Unbound refuse to bow to the sickening hypocrisy and tyranny of their former allies. Claiming the nighttime streets as their own, the Anarchs seek independence from the despotic Elders, by any means necessary. Only the toughest and smartest of self-made vampires will survive. Featuring all-new essays on nocturnal survival and politics from Juhana Pettersson.

MUH 051576.....\$50.00



### CAMARILLA SUPPLEMENT HARDCOVER

The global blood opera of the Camarilla story continues. As the eldest vampires begin to vanish, the Ivory Tower starts to crack under the weight of its own decay. Once it was the mightiest faction of vampires in the world, a stronghold of immortality. Now it retreats into a maze of neo-feudal conspiracies to protect itself against the deadly threat of the Second Inquisition, struggling to enforce the Masquerade in the face of modern technology. Featuring insights and perspectives on unlife in the Camarilla from Mark Rein-Hagen and Matthew Dawkins

MUH 051575.....\$50.00



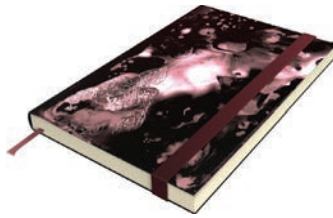
### DICE SET

MUH 051578.....\$21.00



## OFFICIAL NOTEBOOK

Explore your own chronicle with a lavish 160 page notebook with stylised borders featuring journal, map and others pages to illustrate your story.  
MUH 051581 ..... \$14.00



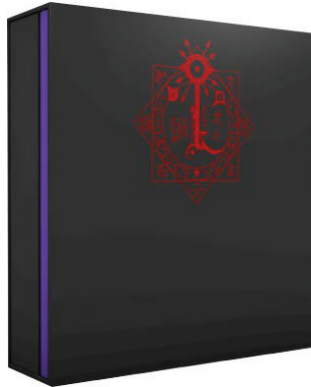
## SLIPCASE SET (3 BOOK SET)

This slipcase set includes the *Vampire the Masquerade Corebook*, *Camarilla* and *Anarch* supplements. *Vampire: The Masquerade* is the original and ultimate roleplaying game of personal and political horror. Scheduled to ship in August 2018.  
MUH 051580 ..... \$140.00

## MONTE COOK GAMES

### INVISIBLE SUN: BOOK M

So secret even its name is a mystery. Some say the name comes from the Sodality of Vryn, which identifies thirteen currents of magic and gives each a letter designation. M is the 13th and most powerful. Others say the title refers to the original writer of the book, while still others believe it stands for mystery, or perhaps most simply and obviously magic. Whatever the source of its name, the coveted Book M is whispered to contain unknown spells, incantations, rituals, charms, hexes, and more. Scheduled to ship in August 2018.  
MKG 189 ..... \$49.00



## MR. B GAMES



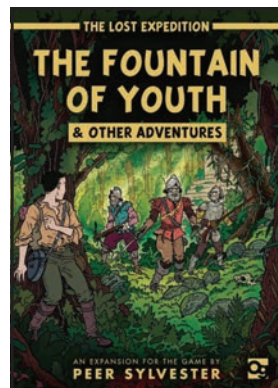
### RAILROAD RIVALS

*Railroad Rivals* is a fast-play tile drafting and laying game where you build a Railroad Empire that stretches across America and across your table. While playing *Railroad Rivals*, you will connect cities via the twelve great railroads that stretched across America, while simultaneously building your stock portfolio. Scheduled to ship in July 2018.  
MIB FRB1100 ..... \$49.99

## OSPREY PUBLISHING

### THE LOST EXPEDITION: THE FOUNTAIN OF YOUTH EXPANSION

*The Fountain of Youth and Other Adventures* expands Peer Sylvesters bestselling *The Lost Expedition* with four new, modular additions to the core game. In *The Fountain of Youth and Other Adventures* Francisco de Orellana and his band of conquistadors traveled deep into the Amazon and were never seen again. Centuries later, unbelievable reports of men clad in ancient armour armed with sword and arquebus have surfaced. If the rumors are true, de Orellana found the Fountain of Youth and guards it dearly.  
OSP GAM026 ..... \$20.00



## PAIZO PUBLISHING



### PATHFINDER RPG: ADVENTURE PATH - RETURN OF THE RUNELORDS PART 2 - IT CAME FROM HOLLOW MOUNTAIN

*It Came From Hollow Mountain* is a Pathfinder Roleplaying Game adventure for 5th-level characters. The adventure continues the *Return of the Runelords Adventure Path*, an exciting continuation of the *Runelords* saga set in the frontier lands of Varisia. A selection of new monsters, a discussion of Ashava (a kindly demigoddess of lost spirits), and additional encounters in the ruins that surround Hollow Mountain round out this volume of the *Pathfinder Adventure Path*. Scheduled to ship in September 2018.  
PZO 90134 ..... \$24.99



### PATHFINDER RPG: FLIP-MAT CLASSICS - DESERT

The most-popular *Pathfinder Flip-Mats* in history return! These fan-favorite maps feature versatile adventure settings—city streets, forests, ships, taverns, and more—and now they're back for a repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! Scheduled to ship in September 2018.  
PZO 31019 ..... \$13.99

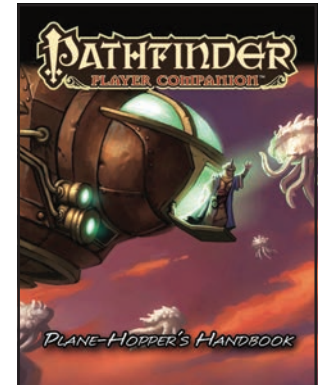
### STARFINDER RPG: ADVENTURE PATH - AGAINST THE AEON THRONE 2 - ESCAPE FROM THE PRISON MOON

*Escape from the Prison Moon* is a *Starfinder Roleplaying Game* adventure for four 3rd-level characters. The adventure continues the *Against the Aeon Throne Adventure Path*, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes an overview of the expansionist Azlanti Star Empire, an article exploring various alien races under the Azlanti Star Empire's jurisdiction, and a selection of new monsters from alien worlds. Scheduled to ship in September 2018.  
PZO 7208 ..... \$22.99



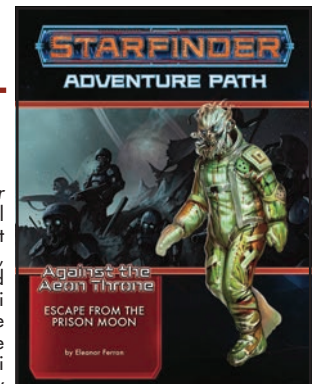
### PATHFINDER RPG: FLIP-MAT - WIZARD'S DUNGEON

Each side of this *Flip-Mat* detail two different wizard's dungeons, one a long-abandoned haunt filled with magical dangers, while the other is a maze of filled with magic circles, binding powerful outsiders within. Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat: Wizard's Dungeon*, you'll be ready next time your players want to meddle in the affairs of wizards! Scheduled to ship in September 2018.  
PZO 30094 ..... \$14.99



### PATHFINDER RPG: PLAYER COMPANION - PLANE-HOPPER'S HANDBOOK

*Pathfinder Player Companion: Plane-Hopper's Handbook* offers player-facing tools for characters who adventure across the multiverse, from the gloom of the Shadow Plane to the fires of Hell to even stranger destinations. Plus, find options for characters whose ancestry traces to another plane, such as tieflings, aasimars, scions of the elemental planes, and more. Discover the wonders that await beyond with the *Plane-Hopper's Handbook*! Scheduled to ship in September 2018.  
PZO 9492 ..... \$14.99







### STARFINDER RPG: FLIP-MAT - STARSHIP - GHOST SHIP

This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a deserted tramp freighter on one side and the derelict hulk of a science research vessel on the other. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Ghost Ship*, you'll always be ready next time your players find a mysterious ship! Scheduled to ship in September 2018.

PZO 7309 .....\$14.99



### STARFINDER RPG: PAWNS - DEAD SUNS PAWN COLLECTION

Printed on sturdy cardstock, each pawn presents a beautiful full-color image of an alien, NPC, or starship from the *Dead Suns* campaign, including frenzied cultists, treacherous undead, horrors from space, and dozens of unique creatures. Each cardstock pawn slots into a size-appropriate plastic base from the *Alien Archive Pawn Box*, making the pawns easy to mix with traditional metal or plastic miniatures. Scheduled to ship in July 2018.

PZO 7405 .....\$24.99

## PANDASAURUS GAMES

### DEAD MAN'S PARTY

Welcome to the Necromancers Ball... *Dead Man's Party* is a nail-biting strategy game by Daniel Newman and developed by Jon Gilmour (*Dead of Winter*, *Dinosaur Island*) where players cast spells to bring the most legendary partiers of the past back from the dead to attend a ghostly soiree. *Dead Man's* is accessible and easy to learn, but the cunning decisions in the game will leave even seasoned gamers in ghostly delight. Scheduled to ship in September 2018.

PAN 201816 .....\$49.95

### ILLUSION

Can you trust your eyes? Is that actually what you see? *Illusion* is a raucous good time in which perception is everything and players must use a keen eye to decide what is reality and what is illusion in order to win. Who has the right perspective not to be fooled? Scheduled to ship in September 2018.

PAN 201819 .....\$14.95

## PLAID HAT GAMES



## FEATURED ITEM



### CRYSTAL CLANS: FIRE CLAN EXPANSION DECK

Behold the all-consuming fury of Fire Clan. This new clan for *Crystal Clans* burns brightly, but players must make careful sacrifices to stoke their flames or risk them burning out. Deliver vengeance for your fallen heroes with the Ashen Assassins. Create an endless cycle of warriors by utilizing the combined powers of the Searing Guards and Obsidian Defenders. Watch your foes turn to ash merely by being in the burning presence of the hero Meldien. Scheduled to ship in August 2018.

PHG PH1705 .....\$9.95

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CHOOSE A SIDE:  
Will you fight to capture the SDF-1 to  
recover the secrets of Protoculture...

OR will you save the battlefortress and the  
Earth from the devastation of the  
Zentraedi Armada?

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## FEATURED ITEM



### CRYSTAL CLANS: LIGHT CLAN EXPANSION DECK

Summon the divine power of Light Clan to *Crystal Clans*. Light Clan forces opponents to play by their rules, by setting up laws that all players must follow. Even the playing field with Arbiters of Peace and the Arbiters of War. Protect your squads with the Shimmerstone Clerics' Barrier ability. Use Light Clan's special ability - Prayer - to manipulate the initiative track or grab just the card you need at a crucial moment in battle. Scheduled to ship in August 2018.

PHG PH1706 ..... \$9.95

## PLAYFUSION

### SPOTLIGHT ON



#### LIGHTSEEKERS: AWAKENING

The *Lightseekers Trading Card Game* is a standalone physical game that includes 385+ lovingly crafted printed cards, each scannable by the *Lightseekers* game to unlock in-game effects such as new spells, boosts or even pets that will fight alongside you! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

##### BOOSTER DISPLAY (24)

PFI L71410 ..... \$95.76

##### BOOSTER DISPLAY (40)

PFI L71507 ..... \$159.60

### SPOTLIGHT ON



#### LIGHTSEEKERS: AWAKENING STARTER DECK DISPLAY

Get ready to battle with the Tech Order Starter Deck. Play the *Lightseekers* official *Trading Card Game* offline or scan with the *Lightseekers* video game for augmented reality effects, rewards and in-game abilities. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PFI L71504 ..... \$239.88

#### LIGHTSEEKERS: AWAKENING INTRO PACK

Everything you need to get started! Play the *Lightseekers* Official *Trading Card Game* with a friend offline using either the Tech or Storm Order. Scan each card with the *Lightseekers* video game for augmented reality effects, rewards and in-game abilities.

PFI L71408 ..... \$29.99



#### LIGHTSEEKERS: AWAKENING SUPER BOOSTER SET

Customize your deck with the *Lightseekers* Super Booster Pack! Play the *Lightseekers* Official *Trading Card Game* offline or scan with the *Lightseekers* video game for augmented reality effects, rewards and in-game abilities.

PFI L71407 ..... \$19.99

## SPOTLIGHT ON



#### LIGHTSEEKERS: MYTHICAL BOOSTER DISPLAY (40)

This brand new expansion includes 152 brand new cards to enhance your decks, with astounding new heroes, devastating new combos and buffs that will make your opponent weep like the worm they are! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PFI PF82001 ..... \$159.60

## POKÉMON USA

## SPOTLIGHT ON



#### POKÉMON: SUN & MOON CELESTIAL STORM BOOSTER DISPLAY (36)

Watch out for the vortex! It's a season of furious emerald storms and a sky alive with portents, as *Pokémon* and creatures from Ultra Space clash. Some ride the storm, and others defy it, with a lineup including Articuno-GX, Blaziken-GX, Scizor-GX, Stakataka-GX, and the amazing Rayquaza-GX, plus new cards featuring Latios, Latias, and Jirachi. Face the winds of change head-on in the *Pokémon TCG: Sun & Moon Celestial Storm* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80438-D ..... PI

#### POKÉMON: SUN & MOON CELESTIAL STORM

Watch out for the vortex! It's a season of furious emerald storms and a sky alive with portents, as *Pokémon* and creatures from Ultra Space clash. Some ride the storm, and others defy it, with a lineup including Articuno-GX, Blaziken-GX, Scizor-GX, Stakataka-GX, and the amazing Rayquaza-GX, plus new cards featuring Latios, Latias, and Jirachi. Face the winds of change head-on in the *Pokémon TCG: Sun & Moon Celestial Storm* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

##### THEME DECK DISPLAY (8)

PUI 80444-D ..... PI

##### THREE BOOSTER BLISTER PACK

PUI 80440 ..... PI



#### POKÉMON: SUN & MOON CELESTIAL STORM ELITE TRAINER BOX

The *Pokémon TCG: Sun & Moon Celestial Storm Elite Trainer Box* includes: 8 *Pokémon TCG: Sun & Moon Celestial Storm* booster packs, 65 card sleeves featuring Rayquaza, 45 *Pokémon TCG* Energy cards, A players guide to the *Sun & Moon Celestial Storm* expansion, six damage-counter dice, one competition-legal coin-flip die, two acrylic condition markers and one acrylic GX marker, A collectors box to hold everything, with four dividers to keep it organized

PUI 80450 ..... PI





### IMPERIAL SETTLERS: WE DIDN'T START FIRE EMPIRE PACK EXPANSION

They crossed our border first! This Empire pack introduces a new concept into the world of *Imperial Settlers - Conquest!* When you conquest, you move the border between your empires and that means that you can take the left most enemy Faction card from any row and build in in your Empire! Its time to grab their land! Remember: You didnt start the fire!

PLG 0835 .....\$15.00



### NEUROSHIMA HEX: IRON GANG PUZZLE

*Iron Gang Hex Puzzle Pack* is an expansion for *Neuroshima HEX! 3.0*, that introduces new clever puzzles to solve on your hex board. Its a perfect way to play some HEX on your own, or challenge your friends!

PLG 1450 .....\$8.00

### NEUROSHIMA HEX: NEOJUNGLE

When survivors of humanity started to get up from their knees after the destructive war, when they were looking in fear to the North at the terrain occupied by robots, in the South a new threatening force was born, a force as strong as Moloch but not as dynamic. Slowly but surely an overwhelming mutated jungle started to grow. It was driven by an ungoverned survival instinct, and with each passing year it devours new kilometers of human earth. It assimilates everything it comes into contact with, changing animals and people into mutated beasts and symbiotic organisms, which enable it to go forward and destroy the next threat. This huge green and ferocious organism was called Neojungle.

PLG 0767 .....\$10.00

### NEUROSHIMA HEX: SMART 2ND EDITION

PLG 0781 .....\$10.00



### NEUROSHIMA HEX: SHARRASH

Sharrash: a mysterious yet well-organized community of mutant rats characterized by superhuman intelligence. They live underground, in the tunnels and canals of the destroyed cities, accompanied by their servants: degenerate humans and mutants. They do not allow strangers anywhere near them, fiercely defending their nests, and their fighters will not hesitate to offer their lives to the pack. The Sharrash rats are not mere animals—they are mutants who are smarter than humans and far less predictable. And now they have entered the *Neuroshima Hex* world.

PLG 0484 .....\$10.00

## PRIVATEER PRESS



### MONSTERPOCALYPSE: STARTERS

The updated and streamlined second edition of *Monsterpocalypse*, the hit collectible game released in 2008, is now a hobby miniatures game! Players choose a monster, its army, and its point scheme before smashing apart the local metropolis in battle against an enemy monster and its minions! Two different single-player starter sets offer players a choice between Protectors and Destroyers. Once a side has been chosen, players can expand and customize their force with Monster, Unit, and Building packs and tailor their play experience with a variety of supplementary accessories. Scheduled to ship in September 2018.

#### DESTROYERS

PIP 51002 .....\$49.99

#### PROTECTORS

PIP 51001 .....\$49.99

#### P3 PAINT

Scheduled to ship in March 2018.

#### BLAZING INK

PIP 93159 .....\$4.00

#### BOILER BLACK

PIP 93172 .....\$4.00

#### ELDRITCH

PIP 93149 .....\$4.00

#### GALVANIZED STEEL

PIP 93176 .....\$4.00

#### INFERNO ORANGE

PIP 93147 .....\$4.00

## WARMACHINE

Scheduled to ship in August 2018.



### GOLDEN CRUCIBLE CRUCIBLE GUARD STORM TROOPERS UNIT (RESIN AND WHITE METAL)

PIP 37003 .....\$49.99



### GOLDEN CRUCIBLE PROSPERO SOLO (WHITE METAL)

PIP 37014 .....\$16.99



### PROTECTORATE OF MENOth EXEMPLAR CINERATOR OFFICER COMMAND ATTACHMENT (RESIN AND WHITE METAL)

PIP 32129 .....\$24.99



### PROTECTORATE OF MENOth EXEMPLAR THEME BOX (PLASTIC, RESIN AND WHITE METAL)

PIP 32133 .....\$119.99



### PROTECTORATE OF MENOth HIGH EXEMPLAR CYRENIA WARCASTER (RESIN AND WHITE METAL)

PIP 32130 .....\$14.99

## QUICK SIMPLE FUN GAMES



### MUSE: AWAKENINGS

*Muse: Awakenings* is a standalone game that can be played as its own complete experience, or as an expansion to elevate the *Muse* base set to new heights! Scheduled to ship in August 2018.

QSF 177636 .....\$24.99

## RANDOM HOUSE

### DUNGEONS & DRAGONS RPG: AN ENDLESS QUEST ADVENTURE - BIG TROUBLE

When evil giants attack your home in Ardeep Forest, your parents think you're dead and they go hunting for you missing little brother. You wake up and set out after them, helped by a giant wizard who lives in a flying tower. You don't know where they've gone, but you know that if you don't find them, you're all in big trouble. Wield your magic wisely against the giants, wizard. Scheduled to ship in September 2018.

#### HARDCOVER

RHP 458 .....\$16.99

#### SOFTCOVER

RHP 652 .....\$8.99







**DUNGEONS & DRAGONS RPG:  
AN ENDLESS QUEST ADVENTURE -  
ESCAPE THE UNDERDARK**

You awaken in an underground cell, stripped of your armor and your sword. Your fellow prisoners inform you that you're trapped in the Underdark, soon to be taken to the great drowcity of Menzoberranzan and sold off as a slave. But word is that demons are stirring in the underworld's depth. Perhaps you can use that to break free, fighter. Scheduled to ship in September 2018.

**HARDCOVER**

RHP 427.....\$16.99

**SOFTCOVER**

RHP 669.....\$8.99



**DUNGEONS & DRAGONS RPG:  
AN ENDLESS QUEST ADVENTURE -  
INTO THE JUNGLE**

The Harpers have lost one of their own, a legendary adventurer named Artus Cimber, keeper of the artifact known as the Ring of Winter. They've hired you to travel to the jungle clad land of Chult to find him. If only you can manage to find Cimber before the frost giants do or the zombies that infest the land get you first. You're in the jungle now, cleric. Scheduled to ship in September 2018.

**HARDCOVER**

RHP 465.....\$16.99

**SOFTCOVER**

RHP 441.....\$8.99



**DUNGEONS & DRAGONS RPG:  
AN ENDLESS QUEST ADVENTURE -  
TO CATCH A THIEF**

When you tried to pick the pocket of a civilar in the night shrouded streets of Waterdeep, you never thought she'd catch you and you never dreamed she'd force you into her service. Now you must find the baby griffon stolen by the beholder Xanathar, leader of the city's powerful Thieves' Guild. And if you should fail you can count on spending the rest of your life behind bars, rogue. Scheduled to ship in September 2018.

**HARDCOVER**

RHP 434.....\$16.99

**SOFTCOVER**

RHP 410.....\$8.99

**REAPER MINIATURES**

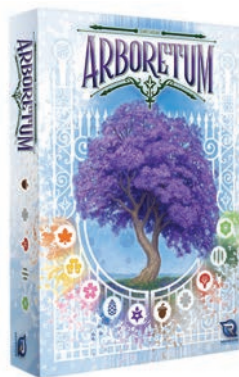
**VICTORIA MINIATURES**



**BONES SLEDGEHAMMER BFG DELUXE BOXED SET**

RPR 70700.....\$74.99

**RENEGADE GAMES STUDIOS**



**ARBORETUM**

Arboretum is a strategic card game that challenges players to create the most beautiful path through the garden. Choosing the correct cards and placing them in the most efficient orientation will score you the most points at the end of the game. With elegantly simple rules, Arboretum offers players surprisingly complex choices. Scheduled to ship in September 2018.

RGS 00830.....\$20.00

**CLANK! IN! SPACE! APOCALYPSE!**

The deck-building adventure of Clank! In! Space! continues. Small pockets of resistance continues to oppose Lord Eradikus, but the evil cyborg now plots to wipe them out with one grand and wicked scheme! Thwart the efforts of Lord Eradikus! Reap the rewards of noble (and perhaps reluctant) heroism! Save the galaxy.... And get rich in the process! Maybe you can avert the Apocalypse! (Or at least escape with the treasure while someone else does!) Scheduled to ship in August 2018.

RGS 00828.....\$25.00



**OVERLIGHT RPG:  
CUSTOM DICE SET**

Welcome to Overlight, a roleplaying game of kaleidoscopic fantasy among the shards of a broken world. It's a world in which seven great continents hang in the sky, stacked almost vertically far above an unending sparkling sea. And shining down upon it all is a limitless light, emanating not from a great sun or moon, but from the sky itself: the hallowed Overlight. Scheduled to ship in August 2018.

RGS 00814.....\$15.00



**SPOTLIGHT ON**



**WENDAKE**

In the game Wendake, you are placed in the shoes of a chief of a Native American tribe. You have to manage all of the most important aspects of their lives, earning points on the economic, military, ritual, and mask tracks. The core of the game is the action selection mechanism: You have the opportunity to choose better and better actions over seven game rounds, and the winner will be the player who can find the best combinations of actions and use them to lead their tribe to prosperity. Scheduled to ship in October 2018.

RGS 00820.....\$65.00



**O/A CLANK! IN! SPACE!**

The evil Lord Eradikus has all but conquered the galaxy, and is now on a victory lap across the sector in his flagship, Eradikus Prime. He may rule with an iron grip, but his most prized artifacts are about to slip through his cyborg claws. You and your fellow thieves have challenged each other to sneak aboard his ship, hack your way into its command module, and steal from him. Along the way, you'll recruit allies and snatch up extra loot. But, one false step and - Clank! - a careless noise draws the attention of Lord Eradikus! Hacking into his command module and stealing his artifacts increases his rage. You'd better hope your friends are louder

than you are if you want to make it to an escape pod and get out alive! *In! Space!* is a standalone adventure for *Clank! A Deck-Building Adventure Game!*

RGS 00594 ..... \$60.00

**O/A EX LIBRIS**

In *Ex Libris*, you are a collector of rare and valuable books in a thriving fantasy town. The Mayor has just announced a new seat in the Village Council, Grand Librarian. The prestigious and lucrative position will be awarded to the citizen with the most extraordinary library! Unfortunately, several of your book collector colleagues (more like acquaintances, really) are also candidates. To outshine your competition, you'll need to expand your personal library by sending your trusty assistants out into the village to find the most impressive tomes. Sources for the finest books are scarce, so you'll need to beat your opponents to them when they pop up - especially if they match your library's secret focus! You'll need shrewd planning, cunning tactics, and perhaps a little magic to surpass your opponents and become Grand Librarian!

RGS 00577 ..... \$60.00

**O/A THE FOX IN THE FOREST**

*The Fox in the Forest* is a trick-taking game where players utilize the special abilities of the Fairy Tale characters to change the trump suit and even take the lead after you lose a trick. Score points by winning more tricks than your opponent, but don't get greedy! Win too many tricks, and you'll fall like the villain in so many fairy tales!

RGS 00574 ..... \$15.00

**O/A FUSE**

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10 minutes... *FUSE* is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom!

RGS 00504 ..... \$30.00



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SHEER ADVENTURE AWAITS!

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*Share in the fun!*



GAMES

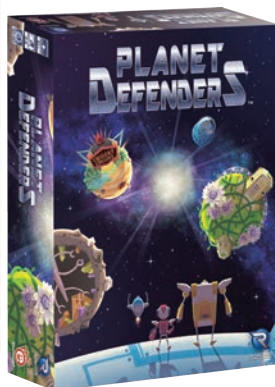
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### O/A PLANET DEFENDERS

In the far future, humans have colonized hundreds of worlds throughout the galaxy. Robots have been in use for centuries and millions have been discarded over the years and littered across the cosmos, becoming a potential problem for mankind. Luckily, the *Planet Defenders* protects us and gather up and dismantle these robotic remnants before they become a real danger!

RGS 00582 .....\$45.00

### SMIRK AND DAGGER



#### KOI

You are a Koi fish, swimming to and from by playing movement cards, in search of a delicious meal of dragonflies and frogs. Your tranquil pond grows more beautiful with every decorative element you add, lily pads, cherry blossoms, ornamental stone - while at the same time, causing turmoil beneath the still waters for the other Koi. As the weather changes, so must your strategy. Be wise, be quick, or go hungry. Persevere and succeed. Scheduled to ship in September 2018.

SND 1003.....\$39.95

### SOARING RHINO GAMES



#### SHIFTING REALMS

*Shifting Realms* is a game of colliding worlds. To set up the game, three realms are selected at random, then players take turns until two out of the three realms' end conditions are met, at which point the game ends. During the game, players send out scouts to collect resources, recruit soldiers to protect their scouts, build structures to gain powers, and earn victory points. Story cards and individual tasks add intrigue and complexity to game play.

Scheduled to ship in August 2018.

SRE 10101 .....\$75.00

### SPIN MASTER GAMES

#### JUMANJI BOARD GAME

Stalking lions, charging rhinos, snapping crocodiles, and other dangerous creatures in the wild world of *Jumanji*, they're only a die roll away! Grab your pawn, roll the eight-sided number die and move through the jungle. Draw a danger card, then use your decoder to discover the secret message and see if disaster strikes. Your fellow players must race against time to rescue you. The jungle threatens and begins to fill up the Doomsday Grid. If the grid fills up, the jungle will overpower you and your fellow players everyone loses. If you are the first to reach the center before the Doomsday Grid fills up, yell 'Jumanji!' and win! Scheduled to ship in June 2018.

SPN 6040584 .....\$19.99



### STEAMFORGED GAMES

#### DARK SOULS



#### BLACK DRAGON KALAMEET EXPANSION

SFL DS-007 .....PI



#### VORDT OF THE BOREAL VALLEY EXPANSION

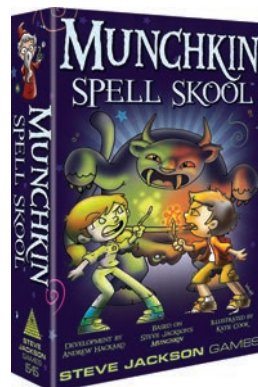
SFL DS-012 .....PI



#### GUILD BALL: THE FAITHFUL NEW BEGINNINGS

SFL B04-047 .....PI

### STEVE JACKSON GAMES



#### MUNCHKIN: SPELL SKOOL

It's the first day at Spell Skool and the munchkins have signed up for class! This game for 3 or 4 eager students is playable on its own and is compatible with the rest of the Munchkin line. You'll want to shelve this one face out; Katie Cook's fantastic art almost sells the game by itself! Students can join fun clubs like the Chess Club or the Forbidden Magic Club and fight enemies such as the Ash Kicker and Moldy Mort on their way to graduation at Level 10.

SJG 1545.....\$19.95



#### ILLUMINATI 2ND EDITION

They are all around us. Secret conspiracies are everywhere. In *Illuminati*, two to six players increase their wealth and power to take over the world until only ONE reigns supreme. No play is too devious, no stratagem too low as you use stealth and guile to make your way to victory! Now, this classic game of conspiracy and world conquest has been updated to include current events and up-to-date references. You'll wonder whether this is only a game as you scheme your way to world domination! Scheduled to ship in September 2018.

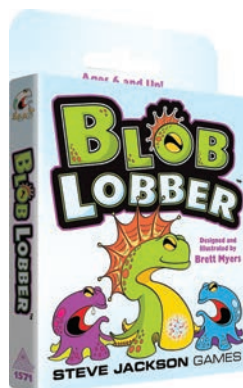
SJG 1387.....\$34.95



#### MUNCHKIN: THE RED DRAGON INN

All the looting and monster-killing action you love from Munchkin is shaken and stirred with fan-favorite characters, treasures, and drinks from SlugFest Games hit series *The Red Dragon Inn*! Players can shuffle the *Munchkin: The Red Dragon Inn* expansion into any of their Munchkin games and add even more variety to their dungeon-crawling adventures! Scheduled to ship in October 2018.

SJG 4480.....\$9.95



#### BLOB LOBBER

Gather together for a Blob-bombing good time! *Blob Lobber* is a speedy and goofy card game where two to four players take turns showing off their card-flipping skills. If a card lands with a Bomb showing, the player takes all the enemy Blobs beneath it, but adding more Blobs to the pile sweetens the pot for the others. However, all should beware of the Toxic Blob... it poisons everything it touches! Scheduled to ship in September 2018.

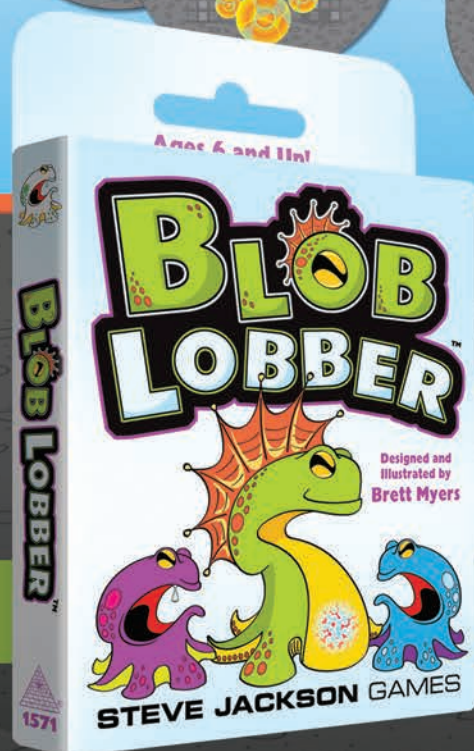
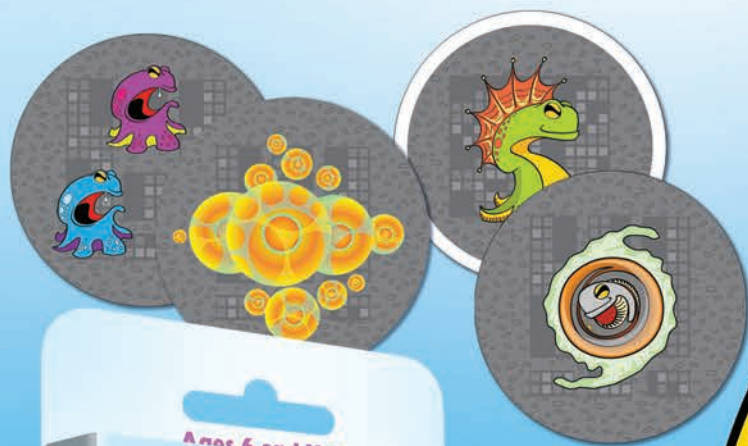
SJG 1571.....\$6.95



# BLOB LOBBER™

For Ages 6 and Up!

**Bomb  
the Blobs  
and win!**



[sjgames.com/bloblobber](http://sjgames.com/bloblobber)



#playSJGames





### MUNCHKIN 9: JURASSIC SNARK

With *Munchkin 9: Jurassic Snark*, you'll ride dinosaur Steeds, don primeval armor, and fight big and small reptilian Monsters! Scheduled to ship in October 2018.

SJG 1570.....\$19.95



### MUNCHKIN: SIDE QUESTS

Players can take a detour from killing monsters and backstabbing their friends with *Munchkin Side Quests*! With this mini-expansion for *Munchkin*, adventurers can complete secret in-game goals and cash them in for glorious rewards. Following the plot is for losers - win the game in another way! Scheduled to ship in October 2018.

SJG 4264.....\$9.95



### PAPER TALES: BEYOND THE GATES

*Paper Tales: Beyond the Gates* contains twenty new units and six new buildings that are meant to both preserve the balance of the base game and enhance its possibilities and replay value. With this expansion, players can now start with a set of seven buildings available, out of eleven, and these buildings are different every game. Each new building opens new strategies, as does the impact of the new units. Scheduled to ship in September 2018.

SHG 7130.....\$29.95



### SPANC: REVISED EDITION

Life is good when you're a Space Pirate Amazon Ninja Catgirl! This is a fast-paced card game for two to four players full of space pirates, ninjas, amazons, and catgirls, all at once. In it, players will enjoy a life of larceny and mayhem as their catgirl crew embarks on one Caper after another, overcoming challenges in exchange for rewards. They'll plunder the universe in search of Poolboys, Toys and Loot while watching their tails to make sure other catgirls don't steal what they've got. Scheduled to ship in September 2018.

SJG 1390.....\$29.95

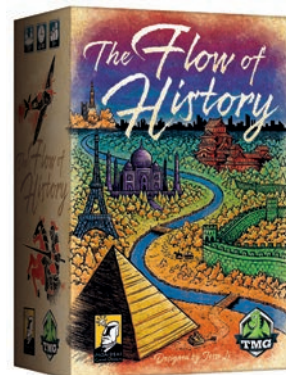
### SPRING MEADOW

*Spring Meadow* is the third game in the Puzzle Trilogy of games designed by Uwe Rosenberg, which include *Cottage Garden* (#1) and *Indian Summer* (#2). Scheduled to ship in September 2018.

SHG 8038.....\$59.95



## TASTY MINSTREL

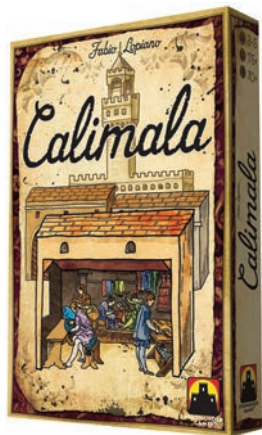


### THE FLOW OF HISTORY

History is a harsh river that flows steadily through the ages. Since the dawn of time, numerous civilizations have risen over the fallen ashes of others, and yet every one of them had once shone brightly in its own moment of glory! Players develop their nation using a unique bidding/price - setting mechanism to purchase new cards, but what is paid to the supply might also be harvested into the pockets of other players later, which puts a twist on your strategy for bidding, and also cleverly simulates economic inflation in the game. Scheduled to ship in May 2018.

TTT 3019.....\$24.95

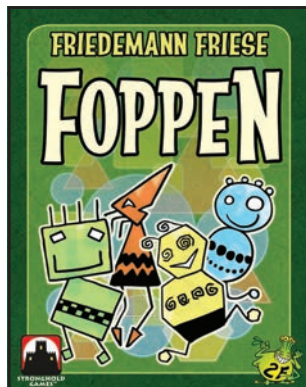
## STRONGHOLD GAMES



### CALIMALA

One of the greatest guilds of medieval Florence, the Calimala, drove that city's economy due to their amazing work in cloths. Players of *Calimala* are cloth merchants with a number of trusted employees assigned to carry out actions. Secret scoring objectives and action cards add uncertainty. This is a great medium-weight Eurogame for gamers! Scheduled to ship in September 2018.

SHG 8037.....\$64.95



### FOOL

*Fool* is a trick-taking card game where the object is to empty your hand. However, the twist is that each hand the player who plays the lowest card in a trick sits out the next round - that player is the Fool! Points are scored if you can go, but only if you can go out without playing the lowest card. Other players score negative points for cards remaining in their hands. *Fool* is a re-release Friedemann Frieze's 1995 game, *Foppen*, but now with support for up to eight players! Scheduled to ship in September 2018.

SHG 9904.....\$14.95

NOT FINAL ART

## ULTRA PRO INTERNATIONAL



### BASEBALL CLEAR SQUARE UV HOLDER - 6 PACK

Scheduled to ship in June 2018.

UPI 83649.....PI



### CARD SLEEVES: 500 PACK

Scheduled to ship in June 2018.

UPI 83647.....PI

### DIAMOND CORNERS 100 COUNT CLEAR CARD STORAGE BOX - 10 PACK

Scheduled to ship in June 2018.

UPI 85551.....PI







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- Strong magnetic closure
- Includes removable tray for dice, tokens & game accessories

Removable tray for dice, tokens & game accessories

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### M2 DECK BOXES: LIMITED EDITION

Scheduled to ship in July 2018.

#### CAMO MESH

UPI 85752..... PI

#### GOBLIN HIDE

UPI 85753..... PI

#### LIZARD SKIN

UPI 85751..... PI



### MAGIC THE GATHERING: COMMANDER

Scheduled to ship in July 2018.

#### 100+ DECK BOX V1 2018

UPI 86875..... PI

#### 100+ DECK BOX V2 2018

UPI 86876..... PI

#### 100+ DECK BOX V3 2018

UPI 86877..... PI

#### 100+ DECK BOX V4 2018

UPI 86878..... PI

#### PLAY MAT V1 2018

UPI 86879..... PI

#### PLAY MAT V2 2018

UPI 86880..... PI

#### PLAY MAT V3 2018

UPI 86881..... PI

#### PLAY MAT V4 2018

UPI 86882..... PI

#### STANDARD DECK PROTECTORS V1 2018 (100)

UPI 86871..... PI

#### STANDARD DECK PROTECTORS V2 2018 (100)

UPI 86872..... PI

#### STANDARD DECK PROTECTORS V3 2018 (100)

UPI 86873..... PI

#### STANDARD DECK PROTECTORS V4 2018 (100)

UPI 86874..... PI



### MAGIC THE GATHERING: LIMITED EDITION DOMINARIA SAGA WALL SCROLL

Scheduled to ship in July 2018.

#### ANTIQUITIES WAR

UPI 86869..... PI

#### HISTORY OF BENALIA

UPI 86867..... PI

#### RITE OF BELZENLOK

UPI 86868..... PI



### ONE TOUCH MAGNETIC HOLDER 35PT UV - 5 PACK

Scheduled to ship in June 2018.

UPI 85331-UV..... PI



### TOPLOADER & CARD SLEEVES 3" X 4" (100)

Scheduled to ship in June 2018.

UPI 83648..... PI

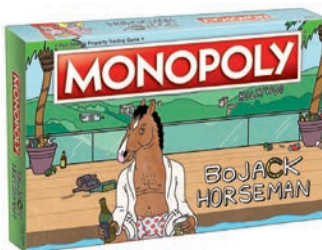
### USAOPOLY



### BOB'S BURGERS CLUE

Scheduled to ship in August 2018.

USO CL006443..... PI



### BOJACK HORSEMAN MONOPOLY

Scheduled to ship in July 2018.

USO MN083498..... PI



### DESTINY CHESS

Scheduled to ship in August 2018.

USO CH119520..... PI



### FANTASTIC BEASTS PERILOUS PURSUIT DICE GAME

Scheduled to ship in August 2018.

USO DI010526..... PI



### FIVE NIGHTS AT FREDDY'S CLUE

Scheduled to ship in August 2018.

USO CL127583..... PI



### FIVE NIGHTS AT FREDDY'S MONOPOLY

Scheduled to ship in August 2018.

USO MN127583..... PI



### THE GOLDEN GIRLS PREMIUM PLAYING CARDS

Scheduled to ship in August 2018.

USO PC118506..... PI



### THE GOLDEN GIRLS SHADY PINES CHECKERS & BINGO GAME SET

Scheduled to ship in August 2018.

USO CM118506..... PI



### HARRY POTTER 200 PIECE PDQ TRAY PUZZLE

Scheduled to ship in July 2018.

USO POPZHARRYPOTTER..... PI



### HARRY POTTER CODENAMES

Scheduled to ship in August 2018.

USO CE010400..... PI



### HORROR MOVIE EDITION TRIVIAL PURSUIT

Scheduled to ship in August 2018.

USO TP000585..... PI



### THE NIGHTMARE BEFORE CHRISTMAS 25 YEAR ANNIVERSARY EDITION CHESS

Scheduled to ship in August 2018.

USO CH004261N..... PI

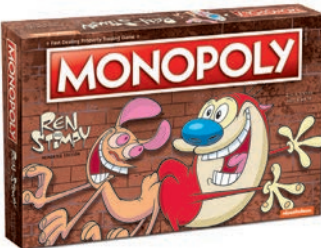




**THE NIGHTMARE BEFORE CHRISTMAS 25 YEAR ANNIVERSARY EDITION OPERATION**  
Scheduled to ship in August 2018.  
USO OP004261N ..... PI



**THE NIGHTMARE BEFORE CHRISTMAS 25 YEAR ANNIVERSARY EDITION YAHTZEE**  
Scheduled to ship in July 2018.  
USO YZ004261N ..... PI



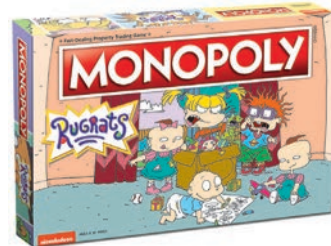
**REN & STIMPY MONOPOLY**  
Scheduled to ship in August 2018.  
USO MN096574 ..... PI



**RICK AND MORTY 200 PIECE PDQ TRAY PUZZLE**  
Scheduled to ship in August 2018.  
USO POPZRICKMORTY ..... PI



**RICK AND MORTY, EYE SEE YOU, GLOW IN THE DARK 550 PIECE PUZZLE**  
Scheduled to ship in August 2018.  
USO PZ085625 ..... PI



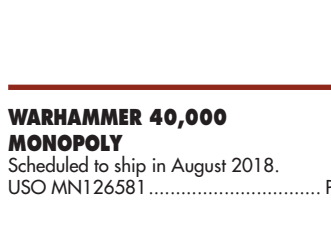
**RUGRATS MONOPOLY**  
Scheduled to ship in August 2018.  
USO MN096582 ..... PI



**SUPER MARIO BROTHERS 200 PIECE PDQ TRAY PUZZLE**  
Scheduled to ship in July 2018.  
USO POPZMARIO200PC ..... PI



**SUPER MARIO BROTHERS POWER UP CARD GAME**  
Scheduled to ship in July 2018.  
USO CG005435 ..... PI



**WARHAMMER 40,000 MONOPOLY**  
Scheduled to ship in August 2018.  
USO MN126581 ..... PI

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## VALLEJO

**AIR WAR COLORS:  
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COLORS**

Scheduled to ship in August 2018.

**COLD WAR SILVER  
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VAL 71610.....\$21.89

**COMBAT HELICOPTERS POST  
WWII TO PRESENT**

VAL 71601.....\$21.89

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50'S TO 90'S**

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1960-2000 (PART I)**

VAL 71609.....\$21.89

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VAL 71608.....\$21.89

**FANTASY-PRO SET (8)**  
Scheduled to ship in August 2018.**CRIMSON RED SET**

VAL 74103.....\$21.89

**IMPERIAL PURPLE SET**

VAL 74104.....\$21.89

**MODEL AIR (17ML)**

Scheduled to ship in August 2018.

**GREY GREEN**

VAL 71340.....\$3.29

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VAL 71333.....\$3.29

**A-14 STEEL GREY**

VAL 71336.....\$3.29

**COCKPIT EMERALD GREEN  
'FADED' (17ML)**

VAL 71331.....\$3.29

**FLANKER BLUE (17ML)**

VAL 71337.....\$3.29

**FLANKER LIGHT BLUE**

VAL 71334.....\$3.29

**FLANKER LIGHT GREY**

VAL 71335.....\$3.29

**GREEN GREY**

VAL 71341.....\$3.29

**RUSSIAN AF DARK GREEN**

VAL 71347.....\$3.29

**RUSSIAN AF GREY BLUE**

VAL 71338.....\$3.29

**RUSSIAN AF GREY N.3**

VAL 71339.....\$3.29

**RUSSIAN AF GREY N.4**

VAL 71346.....\$3.29

**RUSSIAN AF GREY N.7**

VAL 71343.....\$3.29

**RUSSIAN AF GREY N.8**

VAL 71345.....\$3.29



# UPCOMING RELEASES



30MM BASES



40MM BASES



KOI BRIDGE  
50MM BASE



SHINTO GATE  
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ABANDONED  
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50MM KOI BRIDGE  
WYRWS014  
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50MM ABANDONED SHRINE  
WYRWS013  
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50MM SHINTO GATE  
WYRWS012  
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40MM BASES  
WYRWS011  
\$12.00



30MM BASES  
WYRWS010  
\$12.00



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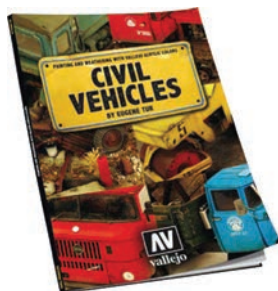
**RUSSIAN AF GREY PROTEC. COAT**  
VAL 71344 .....\$3.29

**RUSSIAN AF LIGHT BLUE**  
VAL 71342 .....\$3.29



**UNDERSIDE BLUE 'FADED'**  
VAL 71332 .....\$3.29

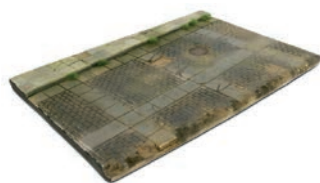
**USAF TAN**  
VAL 71348 .....\$3.29



**PAINTING AND WEATHERING  
CIVIL VEHICLES**  
Civilian trucks and other civilian equipment have a much longer lifetime than military equipment, and are therefore much more subject to the influence of the natural effects of dust, dirt, and of course rust. In this book Eugene Tur shows the complete step by step weathering of seven vehicles. Scheduled to ship in August 2018.  
VAL 75012 .....\$24.34

## SCENICS

Scheduled to ship in August 2018.



**COBBLESTONE STREET WITH  
DRAIN (31X21CM)**  
VAL SC103 .....\$33.51



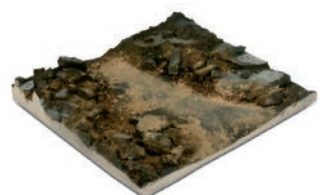
**COUNTRY ROAD CROSSED WITH  
RAILWAY SECTION (31X21CM)**  
VAL SC104 .....\$50.28



**PAVED STREET SECTION  
(14X14CM)**  
VAL SC001 .....\$16.75



**PAVED STREET SECTION  
(31X21CM)**  
VAL SC101 .....\$33.51



**RUBBLE STREET SECTION  
(14X14CM)**  
VAL SC002 .....\$16.75



**WOODEN AIRFIELD SURFACE  
(31X21CM)**  
VAL SC102 .....\$33.51

## WARLORD GAMES

### BOLT ACTION

Scheduled to ship in April 2018.



**US ARMoured JEEP**  
WLG 403213003 .....PI



**US ARMY MP'S (WINTER)**  
WLG 403013001 .....PI

## GATES OF ANTARES

Scheduled to ship in May 2018.



**ALGORYN BASTION HEAVY  
COMBAT SKIMMER**  
WLG 502411010 .....PI



**ALGORYN SPECIALIST  
HEAVY SUPPORT TEAM  
WITH FRACTAL BOMBARD**  
WLG 502411009 .....PI



**FREEBORN PRIVATEER  
ADMIRAL TARAS KALEMON**  
WLG 503014012 .....PI

## HAIL CAESAR

Scheduled to ship in April 2018.



**VIKING LONGSHIP MDF KIT**  
WLG J023 .....PI

## WHITE WIZARD GAMES



### EPIC PANTHEON GODS: DISPLAYS (12)

Play as a god in the *Epic Pantheon*! Each display box contains 12 packs. Each pack contains a rules sheet, 2 deity cards, a token card and 12 game cards for use with *Epic Card Game*. Scheduled to ship in May 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

**ANGELINE VS SCARA**  
WWG 315 .....\$59.88  
**GARETH VS LASHNOK**  
WWG 316 .....\$59.88



### STAR REALMS: COMMAND DECK - DISPLAYS (6)

Command Decks allow you to play as legendary commanders in the *Star Realms* universe! Each of the six new Command Decks replaces your starting deck, and can be played against other Commanders or two normal players. Each pack contains 18 cards: a Commander card, a custom 12-card starting deck, one Mega-Ship, two Gambit cards, and two score cards. Scheduled to ship in August 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

**THE ALIGNMENT** WWG 023 .....\$35.94  
**THE ALLIANCE** WWG 024 .....\$35.94  
**THE COALITION** WWG 025 .....\$35.94  
**THE PACT** WWG 026 .....\$35.94  
**THE UNION** WWG 027 .....\$35.94  
**THE UNITY** WWG 028 .....\$35.94



### STAR REALMS: FRONTIERS DISPLAY (6)

Powerful new warpgate technology has opened up a distant frontier, ripe for conquest. This box contains a complete game for 1-4 players with rules and 152 cards, including an all-new 80-card trade deck and 8 oversized solo/co-op challenge cards. Scheduled to ship in July 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WWG 021 .....\$119.94





### STAR REALMS FRONTIERS PLAYMATS

Scheduled to ship in May 2018.

DESTROYER MECH WWG 031 .....	\$24.99
INFESTED MOON WWG 032 .....	\$24.99
ION STATION WWG 033 .....	\$24.99
LIGHT CRUISER WWG 034 .....	\$24.99



### STAR REALMS UNIVERSAL STORAGE BOX

This box will hold your entire *Star Realms* collection, with or without sleeves, with room to spare for future sets and even a playmat! Includes 15 promo cards, 30 durable plastic dividers featuring each *Star Realms* set, and six foam blocks to keep cards in place. Scheduled to ship in June 2018.

WWG 022.....\$29.99

## WIZKIDS/NECA

## SPOTLIGHT ON

# MARVEL

## DICE MASTERS

### MARVEL DICE MASTERS: DARK X-MEN TEAM PACK

The *Marvel Dice Masters: Dark X-Men Team Pack* features the most recognizable members of this dark mirror to the X-Men, including Dark Beast, Thunderbird, Mimic, and several other antiheroes making their very first appearance in *Dice Masters*! A Team Pack can be paired with any Box Set to give a player everything they need to build a highly focused team for thematic play! With 24 cards and 16 dice, this release is perfect when you'd like a more sinister spin on the X-Men you know and love! Scheduled to ship in November 2018.

WZK 73513.....\$12.99

### MARVEL DICE MASTERS: X-FORCE TEAM PACK

The *Marvel Dice Masters: X-Force Team Pack* features the most recognizable members of the X-Force roster, including Cable, Psylocke, Deadpool, and several other heroes making their very first appearance in *Dice Masters*! The *Marvel Dice Masters: X-Force Team Pack* is perfect for the *Dice Masters* veteran or someone looking to jump into the game fresh! A Team Pack can be paired with any Box Set to give a player everything they need to build a highly focused team for thematic play! With 24 cards and 16 dice, this release is perfect when your X-Men team needs a little more firepower! Scheduled to ship in November 2018.

WZK 73512.....\$12.99

### MARVEL DICE MASTERS: X-MEN FOREVER CAMPAIGN BOX

*X-Men Forever* brings classic X-Men back to the spotlight, whether you're a fan of Wolverine or Cyclops there's something here for you. With more than a dozen different X-Men to choose from, you'll have tons of options to customize your team of X-Men for the job at hand! Even if you've never read the comics, this is an exciting entry point to the adventures of Xavier's top students! Scheduled to ship in November 2018.

WZK 73511.....\$39.99

## Z-MAN GAMES



## FEATURED ITEM



### ANCHORS AWEIGH!

An ocean of adventure awaits you in *Anchors Aweigh!* Load your ship with everything you'll need, then weigh anchor! Embark on a daring voyage, load valuable cargo, contend with pirates on the high seas, and bring home treasure in this fast-paced game. Scheduled to ship in August 2018.

ZMG ZM013.....\$39.99



## FEATURED ITEM

### CACAO: DIAMANTE EXPANSION

*Cacao: Diamante* introduces four new modules to help lead your tribe to even more prosperity. Unearth gems from the Gem Mines. Increase your gold with the Tree of Life. Influence the Emperor and gain his favor. Explore different placement options with New Workers. Combine modules or play individually for a new adventure in the world of Cacao. Scheduled to ship in August 2018.

ZMG ZM7582.....\$19.99



## FEATURED ITEM



### CARCASSONNE: EXPANSION 8 - BRIDGES CASTLES BAZAARS

Connect blocked paths, transform small cities, and bid on tiles in the eighth expansion for *Carcassonne*, the classic tile-laying game. Scheduled to ship in August 2018.

ZMG ZM7818.....\$17.99





# Cheapass Games Presents Lunch RUSH

A New Pairs Game for 2-7 Players



**Background:** The Zombies at Friedey's Restaurant have a funny way of making lunch. They throw all the ingredients into a bowl, and when a sandwich forms, they grab it.

Lunch Rush is a delicious new Pairs variant inspired by the **Lord of the Fries** Pairs deck (yes, there is one). But of course you can play it with any Pairs deck.

**Players:** 2 to 7.

**You Need:** A Pairs deck and a way to keep score.

**Note:** This game can be played cutthroat (with everyone playing alone), but with more than three players we prefer playing in **teams**. See Team Play with Odd Numbers below to learn how to do this with five or seven players.

**Structure:** Lunch Rush is played in several rounds. In each round, players take turns playing cards into the center and trying to complete "sandwiches."

A **sandwich** is a sequence of cards in which one or more smaller cards lie between two matching larger cards. For example, **9-8-3-9** is a "nine sandwich," made from two 9's surrounding an 8 and 3. However, **9-8-10-9** is **not** a nine sandwich, because the 10 is larger than the 9's. Playing a 10 into the second sequence would create a ten sandwich: **9-8-10-9-10**.

Here is an example of a seven sandwich. If you play the last 7, you pick up these four cards and score them. (See below.)



**Note:** Two matching cards in a row does **not** make a sandwich, because there must be at least one smaller card between them.

**To Begin the Round:** Shuffle the deck and deal a hand of cards to each player. The number of cards in hand, and the total number of rounds to play, is as follows:

<b>Players:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Cards:</b>	10	9	8	7	7	7
<b>Rounds:</b>	6	6	4	5	6	7

**Sequence of Play:** Starting on the dealer's left, each player in turn plays one card from their hand into the sequence in the middle of the table. If you complete a sandwich, you pick up those cards and score them.

**Scoring:** For the "bread," the large cards that bracket the sandwich, you score one point per card. For the "meat," the smaller cards inside the bread, you score face value. For example, a sandwich of **7-4-7** would be worth a total of 6 points: 4 for the meat, and 1+1 for the bread. Keep these cards aside, with the bread face down and the meat face up.

Play continues until all players' hands are empty. Record your scores for the round and pass the deal to the left. The total number of rounds in the game is given above.

## Team Play with Odd Numbers?

With five or seven players, you can use a format of *rotating teams*. The dealer plays alone, and the other players divide into two teams. With five players, the teams are **A-B-A-B-D**, where D is the dealer. With seven, they are **A-B-A-B-A-B-D**. In a full game, each player deals once.

Because these teams are temporary, each player keeps a separate score. Both of the players on a team score all of that team's points.



**Do you love PAIRS?**  
So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at [playpairs.com](http://playpairs.com).

**About the Deck:** The *Lord of the Fries Pairs Deck* contains art from various *Lord of the Fries* game decks. *Lord of the Fries* is a game about Zombies working in a fast food restaurant, and is itself a sequel to *Give Me The Brain*. Because at Cheapass Games we love us some crossovers.



# Step Up Your Game

*On The Island of Doctor Lucky!*



You and a cadre of despicable killers have assembled to hunt Doctor Lucky on his own tropical island. But beware! While you race to kill Doctor Lucky, his island will be trying to kill you!



[cheapass.com](http://cheapass.com)



The hunters become the hunted in August 2018, when this stand-alone board game joins the Kill Doctor Lucky family

**Players: 2-8 • Ages: 12+ • Time: 40 Min • Price: \$40**





## CRIMESHIP TUNGUSKA

AN ARTICLE BY GUTIER LUSQUINOS

Tunguska is safe full of data, money, and secrets that wanders endlessly throughout the Human Sphere. It's a fiscal paradise founded by mafia groups, bank entities, and hackers, where money is the law and greed a virtue. Managed as a corporation, directed as a bank, and administrated by a den of hackers, Tunguska is a place in which crime has won and taken power. And a relentless society formed solely by predators needs a security force even more relentless to keep the peace in order for business to work and money to keep flowing. This mothership is the true engine of the Nomad Nation and their undisputed leader, a ship that bases its existence on privacy and secrets, needed in order to keep both finances and freedom within the Human Sphere. The image of Tunguska is one of grim individuals with shades and cold smiles, professionals that know the price of everything and are ready to charge it to anyone—but never in a personal way, because in this ship, everything is strictly business.

Tunguska is the third Nomad Sectorial Army, and the most anticipated by its players. A short while ago we knew very little about them, with just a few N3 troops, a remnant base troop from N2, and a Heavy Infantry that came with Beyond Icestorm. But the new Tunguska Jurisdictional Command Starter Pack shows us a lot more from this Sectorial, unveiling both its look and general style as its definitive characteristics.

Tunguska is the smallest mothership from the Nomad Nation, but due to the Data Crypt it is also the most desired target for their enemies, so their military force must always be ready for anything. However, if there is something that characterizes Tunguska it's money—up to the point that it's the nickname the Nomads have given it. Because of this the Tunguska Jurisdictional Command is a very high-tech army; when your numbers are limited, the tech solution is the better solution.

Nowhere is this more apparent than the ubiquitous he Securitate, the paramilitary police created to keep the Tunguska mafia families in check, exemplify this truth. They work as a base troop, always ready to support the hackers in their army. Hackers like the Hecklers, a forward-deploying unit that harasses and zones out the enemy, equipped with electronic warfare tools. The economic power of Tunguska can be felt in the gear of the Kriza Boracs, high-end heavy infantry that can work both as a spearhead or a heavy support unit. But where this mothership starts showing its weirdness is with the Hollow Men, a product of Bakunin's Black Labs, financed by Tunguska. They are combat bodies remotely manned by individuals who are nothing but brains strongly connected to a heavily guarded virtual world to make sure they are not corrupted by ALEPH, or by other mafias that rule the ship.

But if the Tunguska Starter Pack is strong, both in character and minis, it is nothing but the prelude of what's to come with this mothership, the darkest side of the Nomads that you won't want to miss!

### INFINITY: NOMADS TUNGUSKA JURISDICTIONAL COMMAND

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# STAR WARS

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## LEGION™



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SWL19 | \$24.95 | *Scout Troopers Unit Expansion*

Available 3<sup>rd</sup> Quarter 2018

### Special Forces

The armies of the Galactic Empire are vast, capable of overwhelming any opponent with sheer numbers alone. But sometimes simple numbers are not enough. When the Empire needs to accomplish special objectives, they have their own group of elite soldiers to turn to and, in very special circumstances, they may even look outside their ranks for help. Soon, your players will have the chance to add these special forces to their *Star Wars™*: Legion armies with the *Boba Fett Operative Expansion* and the *Scout Troopers Unit Expansion*!

Both of these expansions give Imperial players the option to add versatile units capable of operating independently almost anywhere on the battlefield. The *Boba Fett Operative Expansion* brings the galaxy's most infamous bounty hunter to the fray, complete with enough dirty tricks that make him as lethal as an entire squad of Stormtroopers. Meanwhile, the Scout Troopers' training in advanced reconnaissance helps them pave the way for other Imperial forces. With their own sets of upgrade cards, both units can be customized to fit the unique needs of your army.

### Rogue Operative

Boba Fett is one of the most infamous bounty hunters in the *Star Wars* galaxy for a reason, and players will soon begin to find out why with the *Boba Fett Operative Expansion*. This expansion includes everything needed to add this fearsome warrior to an Imperial army, including a single unpainted, easily-assembled miniature depicting Boba Fett taking flight in search of his next quarry.

With Boba Fett's introduction to the game, *Star Wars*: Legion also welcomes a new unit type: the operative. Every *Star Wars*: Legion army can have up to two operatives, letting players pair these powerful units with one or two commanders. No matter if Darth Vader dispatches Boba Fett to do the will of the Empire or if he works alongside General Veers, Boba Fett can wreak havoc across the battlefield, beginning with his three signature command cards.

Although these cards only allow you to issue orders to Boba Fett himself, they also give you access to many of the gadgets Fett has hidden away in his Mandalorian



armor. For example, Boba Fett can pin an enemy trooper unit in place with his Whipcord Launcher, setting up a vicious attack. Or he could fire his Z-6 Jetpack Rocket, inflicting heavy damage on a target halfway across the battlefield.

Beyond his command cards, Boba Fett carries a number of weapons that he can choose from at a moment's notice. He always keeps his E-3 Carbine close at hand, using it to take precise shots and pierce through enemy defenses from longer ranges. His wrist rockets might not have the quite the range as his carbine, but they can conveniently break through a vehicle's armor. Finally, if an opponent does manage to get close enough to Boba Fett to perform a melee attack, his boot spikes should prove to be more than a match.

## The Tip of the Spear

Equally adept at operating on planets with dense forests or urban sprawls, Scout Troopers are often deployed ahead of other infantry to locate and secure key points on the battlefield. Within the *Scout Troopers Unit Expansion*, players will find a squad of seven unpainted, easily assembled miniatures alongside five upgrade cards that can be used to customize the Scout Troopers or another unit.

As a special forces unit, the Scout Troopers bring new tactical options to Imperial military operations. Chiefly, there are two distinct unit cards for the Scout Troopers, inviting players to include them in their army in two different configurations: as a standard unit of four Scout Troopers with the option to add a heavy weapon miniature, or a small two-miniature strike team centered around a specific heavy weapons miniature.

Standard Scout Troopers' specialized training helps them stand out from other Imperial troops in several ways, beginning with their armament. Rather than the standard-issue E-11 Blaster Rifles carried by



Stormtroopers and Snowtroopers, Scout Troopers are equipped with much more accurate EC-17 Hold-out Blaster. These weapons might not have the range of the E-11, but they make up for it in sheer firepower, with each miniature in the unit contributing two black dice to the attack pool.

Beyond their enhanced attack capabilities, Scout Troopers are also able to use terrain to their advantage. Their low profile allows them to improve their cover while defending, making them that much more difficult to hit. The Scout Troopers' enemies are not afforded this same protection, however, as their sharpshooter abilities reduce a defender's cover while they perform ranged attacks.

Their specialized training certainly give Scout Troopers an edge over other infantry, but the most dangerous Scout Troopers might be ones armed with heavy weapons. A single Sonic Charge Saboteur can disrupt enemy movement by seeding the battlefield with deadly charges that no enemy will dare go near. Alternatively, a DLT-19x Sniper can launch attacks against practically any enemy it can get in its sights.

Whether you field a full unit of Scout Troopers or a small strike team, the seven miniatures included in this unit expansion allow you to tailor your Imperial army to your personal preferences.

## Surgical Strike

The Empire's elite are at your command. Deploy your special forces with the *Boba Fett Operative Expansion* and the *Scout Troopers Unit Expansion* for *Star Wars: Legion*!



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# REINFORCEMENTS ARE COMING



House Stark and House Lannister had only ever been as cordial as required, with tensions simmering between them for as long as anyone could remember. When Lord Eddard Stark was made Hand of the King by Robert Baratheon, who was married to Cersei Lannister, some might have thought that this would bring the houses together. However, with Robert's death, Joffrey's ascension to the Iron Throne, and Eddard's subsequent arrest, any hopes of the two Houses putting aside their differences have been irreversibly dashed. The call has gone out to the Bannermen to arm forces for war, and Houses Stark and Lannister will be at each other's throats in the War of the Five Kings.

*A Song of Ice and Fire: Tabletop Miniatures Game* puts players in control of the armed forces of Westeros. The first two armies that will be hitting the table are Houses Stark and Lannister. Along with the *Stark vs. Lannister Starter Set*, there will be several Unit Boxes available at the game's launch in order to allow army commanders to further refine their forces to their play style. There will also be the first Organized Play kit, available to retailers that are part of the CMON Play Retailer Outreach Program.

Commanders allied with House Stark will be able to bolster their units with both Stark Sworn Swords and Tully Sworn Shields. The Sworn Swords are House Stark's standard rank-and-file troops. As a part of House Stark, they are fiercely loyal to their lords, secure in the knowledge their cause is true and just. They may not be the best-equipped or trained, but their fighting spirit will see them stand firm where others might turn and run. The set comes with 12 troops one Unit Attachment, the requisite Unit stat cards, and a movement tray. Meanwhile, Tully Sworn Shields are outfitted with House Tully's signature heavy armor. This minor House has pledged itself to House Stark and is sending their best to fight on the field. Sworn Shields are a bulwark upon which enemy charges can break, having caused relatively little damage. This set comes with 12 troops, Unit stat card, and movement tray.

Arguably House Lannister's defining trait is its immense wealth. They are able to recruit troopers simply via the lure of a hefty paycheck, and then outfit them with the best arms and armor that money can buy. The first of their reinforcement packs comes in the form of the Lannister Guards. Much like the Stark Sworn Swords, they



are the main fighting force for the House. The difference comes in outfitted gear. Nothing tops Lannister steel, and these troops are well-trained in it. However, gold makes a terrible source of morale, as you can't spend your money when you're dead, so these troops are more likely to cut and run, compared to their Stark counterparts. The Lannister Guards box comes with

12 troops, a Guard Captain, a movement tray, and Unit cards. Another display of Lannister wealth is in their ability to afford ranged weapons for their Lannister Crossbowmen. These weapons have a higher initial cost than troops armed with just bows and arrows, but they can avoid direct conflict more often. Able to deal death at range, the Crossbowmen are a welcome addition to any force. Their box set consists of 12 troops, their Unit card, and movement tray.

In Westeros, there are many Houses and organizations that don't owe their allegiance to any one particular faction. These mercenaries, like the Bolton Cutthroats, can be added to any army, for a price. These vicious fighters have acquired a reputation of ferocity, and many enemies have fled from their advance. The unit box consists of 12 troops, a Dreadfort Captain, Unit cards, and movement tray.

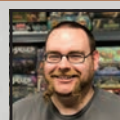
Rounding out the items coming in the first wave of releases, there's the Game Night Kit #1. This kit enables stores to run events for their

players to win alternate-sculpt Roose Bolton miniatures, depicting him at the Red Wedding. Players may also walk away with plastic Stark and Lannister banners, perfect for showing ownership over objectives or other items during a game. Check with your FLGS to see if they are running *A Song of Ice & Fire: Tabletop Miniatures Games* events.

Winter is coming and the fight for control of the Iron Throne is on. Wars are not won alone. Players must recruit the right troops to their army and assemble a force on the battlefield that would make the old gods tremble. Choose your units wisely, and your candidate may find themselves the new king of Westeros!

...

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the *Tabletop Gaming News* website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices



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# JUNK ORBIT

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2-5 Players

Ages 10+

30-40 min

\$35 MSRP







# Tsuro

The game of the Path.



## HISTORY OF AN EVERGREEN GAME

### TSURO: THE GAME OF THE PATH

CLP 020 ..... PI | Available Now!

"A man walked into a game store..."

Thus begins the story of how *Tsuro: The Game of the Path* came to be in print. The store was Games and Gizmos of Redmond, Washington; the owners were Dawne and Jordan Weisman; the man was Tom McMurchie. Tom was playing *Squiggles*, a game he had created, with a group of regulars. Jordan watched them play, saw how elegant the game was, and asked Tom if he would be interested in having it published.

Jordan, who also happened to have founded the game company WizKids, worked with Tom and the WizKids development team over the next year to reshape *Squiggles* into what we now know as *Tsuro*. While the game's rules went virtually unchanged, Dawne and her design team transformed the underlying 1950s-era theme into a Japanese-inspired foundation.

When the factory shipped the prototype production copy of *Tsuro* to WizKids, the company revisited the game with an eye toward reducing costs. Two major changes helped to achieve that goal. First was replacing the rice paper insert with regular white paper. Second was eliminating the rough-cloth storage bag for the pawns. Both changes were instrumental in keeping the game's introductory price at \$24.95.



The decision to drop these elements from the presentation disappointed the design team, but they understood the need. At the time, WizKids was a successful company with profitable tabletop miniatures game lines such as *Mage Knight*, *HeroClix*, and *MechWarrior*. *Tsuro*, a more traditional board game, was a departure from the many innovative products WizKids had become known for—and the company didn't want price to be the reason it didn't succeed.

*Tsuro's* game play was strong enough to entice German publisher KOSMOS to license the game for its market—with a few modifications. KOSMOS put the game in a larger box, changed the marker stones to wooden tree-shaped pawns, and included a two-sided board. Unlike the 6x6 grid of the original board, this second side had a 7x7 grid. To fill the additional spaces on the board, KOSMOS printed duplicates of certain tiles, increasing the tile count from 36 to 64. When playing the 6x6 board, players of the KOSMOS variant would randomly choose 35 tiles. This fundamentally changed the play experience from a skill-based game to a luck-based game, as players would not know what mix of tiles was being used.

The German release did well despite a significantly higher price point due to the additional components, perhaps in part because of the shelf presentation, which was brighter than the original. *Tsuro's* European success wasn't limited to Germany, however; Greek publisher Kaissa licensed the KOSMOS variant, and the U.S. version was translated into seven languages and offered throughout the continent.

WizKids continued to sell *Tsuro*, but the game was not a priority for the company. Eventually, Topps bought WizKids and moved the game further onto the back burner. This lack of support was magnified when Michael Eisner purchased Topps. Less than a year later, WizKids was sold to NECA, whereupon the rights to *Tsuro* reverted to Tom McMurchie, the original designer.

Enter Ray Wehrs, who served as WizKids' director of sales when *Tsuro* was first published. A huge fan of the game,



Wehrs saw *Tsuro* as the perfect "gateway" game: easy to teach, quick to play (15–20 minutes), and able to accommodate a generous number of players (up to eight). When Wehrs learned that *Tsuro's* rights had become available, he realized the title could be the cornerstone product for a company dedicated to family-style gateway games. That's right: *Tsuro* literally inspired the founding of Calliope Games. Wehrs pitched the idea to Tom and secured the rights

to the game. Calliope Games not only began publishing *Tsuro*, but it also supported the title more actively than ever before. In the first two years alone that Calliope Games offered *Tsuro*, it sold more units than WizKids had in its entire tenure as the game's publisher. This success was bolstered by Wil Wheaton's review of the game on his *TableTop* video Web series.

*Tsuro* continues to sell well and entertain hundreds of thousands of fans and is now available as an app for both the iOS and Android from Thunderbox Entertainment. As Calliope Games moves toward its 10th anniversary, plans are in the works to create a deluxe version of the game. *Tsuro* has spawned sequels (which will be discussed in a future article) and several promotional items, including a set of eight collectable Rainbow Dragon stones in the November 2017 issue of *Game Trade Magazine*. In addition to entertaining many players over the years, *Tsuro* has been used by established hobbyists to introduce friends and family to the board game world. Indeed, *Tsuro: The Game of the Path* has charted an amazing course through gaming history and may very well be one of the finest gateway games ever published.







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2-20



8+



15-30 mins

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# BAD DOCTOR

ERIC MAGNAN  
& DAN GERMAIN



## BAD DOCTOR

MDG 4326 ..... \$35.00 | Available July 2018!

*Bad Doctor!* is a light tile-laying game where doctors compete for the glory of being the Best Doctor by treating and curing patients. Sitting down to a game of *Bad Doctor!*, you assume the role of an overworked doctor fighting to keep it together in a derelict hospital overwhelmed by patients. Each patient is yet another burden that you struggle to keep alive until your shift ends. Avoid blame at all costs by leaving the sickest patients for your rival doctors!

Doctors work to treat a common set of ailing patients with tiles. Some tiles help patients and other tiles further complicate the patient's condition to new levels of absurdity.

But treating a patient is not enough.

You must score tokens to be named the Best Doctor in this pathetic hospital held together by duct tape and wire. When you place a tile, the doctor marks it with their token. Score your tokens by curing a patient or treating a patient that dies on another doctor's turn.

Cure a patient by solving all their complications and score all your tokens on that patient. All tokens from rival doctors are returned and not scored. What did they really do anyway?

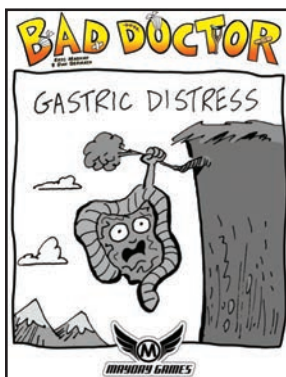
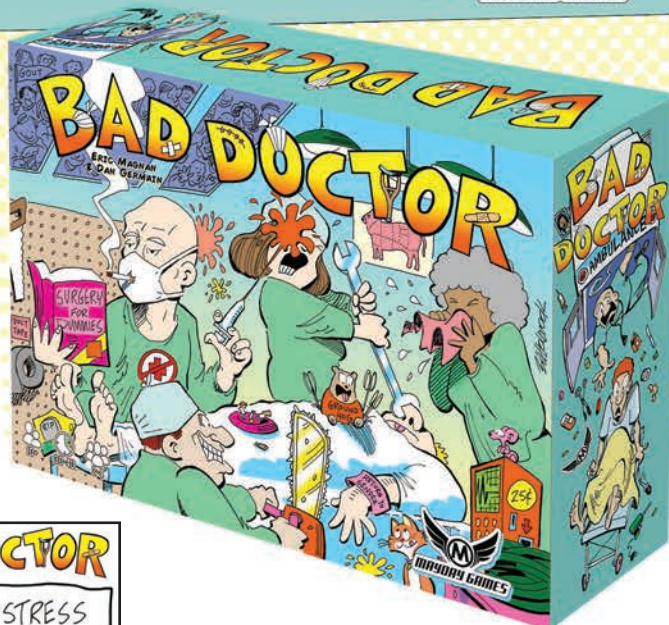
Don't let a patient die on your watch! It's okay to leave them hanging on by a thread, just keep them alive until the end of your shift and pass the problem, I mean the patient, on to the next doctor. If they die on another doctor's watch, you and the others that treated the patient score your tokens. The doctor that let the patient die takes back their tokens and they are not scored.

These on-turn and off-turn scoring opportunities create a shifting set of goals. When it's your turn, cure a patient if you can, attend to your patients to keep them alive, treat weak patients to hedge your bets, and leave difficult patients for your rival doctors. When it's not your turn, try to convince the attending doctor that it's okay to let a patient go, especially if it's one you've treated.

Adding to your strategy, each tile has a bonus that activates when placed. With thoughtful application, some bonuses allow the doctor to attend to a few patients with just one tile. This attention helps you keep a patient from dying. Attention is difficult to give when there are up to five patients on your shift and you only have two actions.

In making *Bad Doctor!*, we sought to create a game that is easy to learn and has interesting decision points for players of all skill levels. We worked to integrate a light-hearted comical theme with a simple tile-laying mechanic that offers interesting and sometimes ethically questionable tactical decisions for the doctors overwhelmed by patients.

Patients suffering from maladies such as two left feet and plumber's crack are treated by doctors that don't wash their hands and amputate the wrong limbs. Each tile is beautifully drawn by the award-winning cartoonist Bill Holbrook, whose unique artistic style really brings *Bad Doctor!* to life!



The patient's medical needs evolve as tiles are placed, creating a dynamic puzzle. This may result in some sound medical decisions and some not so sound decisions as each doctor struggles to keep at least some patients alive. It is troubling, funny, and may help you figure out which one of your friends should not be a doctor!

Throughout the development, I saw play-testers immerse themselves in the medical theme, making grand statements on the heavy responsibility they hold as doctors to do no harm and maintain a patient's life at all costs, only to shift to explaining away a patient's well-being as less important than the immediate slight benefit they would get by adding to their score pile. These moments made me laugh and fear my next doctor visit.

This wouldn't be possible without the team at Mayday Games. They are amazing! They saw our vision and enhanced the theme tremendously, putting players into the world of *Bad Doctor!*

I pity the patients of *Bad Doctor!* A doctor's actions may benefit the patient, but the most important vital signs are to avoid blame and increase their score pile. I hope no players, especially those that are doctors, wonder why this game is called *Bad Doctor!*

...

*Eric Magnan designed Bad Doctor! along with Dan Germain. He spends his free time working to design games that are accessible and rewarding for players of all skill levels. When he is not at the table, he manages a team of scientists and engineers that work to protect human health and the environment. Eric lives in Oakland, California.*





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# SCHOOL'S OUT! What To Play?



When the last bell rings and the kids finally come home from their last day of school, it can feel like such a relief. But as the summer drags on, finding great activities to keep your favorite little youngsters from becoming bored can become overwhelming. If you're reading this magazine, you already love games but finding the right ones to enjoy on those long summer days can still be challenging! Here's my carefully curated list of games to play to beat the summer heat!

## SUMMER BLOCK BUSTER: PLANET DEFENDERS (RGS 00582)

If you've been going to the movies, your kids are probably starry-eyed at the thought of traveling the universe on an epic quest. But as a parent, you really wish they'd get their head out of the clouds and help you do some chores! *Planet Defenders* is a great compromise. These adorable 3D robots are on a quest to clean up space and need your help! Simply pick a robot to move, perform the action on the space where they land, and try to collect the resources you need to clean up the atmosphere! I love the simple grid movement and adorable robots in this family friendly game!

Number of Players: 2-4 • For Ages: 10+ • Playing Time: 30-60 min • MSRP: \$45.00



## ONE-ON-ONE TIME: THE FOX IN THE FOREST (RGS 00574)

Summer offers you the chance to spend some great quality time with your favorite little ones. A bit of friendly competition can help pass the time and leave you with memories long after school is back in session. *The Fox in the Forest* is a trick-taking game for exactly two players. If you played Bridge, Hearts, or Euchre with your family growing up, you can pass on the tradition without wrangling the whole crowd. The beautiful art and fairy tale theme make it approachable and the quick time between rounds makes it the perfect game to play while waiting for a pot of water to boil or just before bedtime.

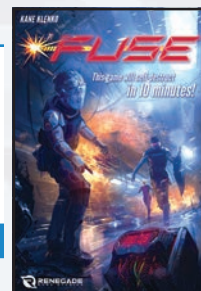
Number of Players: 2 • For Ages: 10+ • Playing Time: 30 min • MSRP: \$15.00



## SKILL BUILDING: FUSE (RGS 00504)

Kids learn all about reading, math, geography, and other subjects during their days in the classroom. But when they're at home, they don't just automatically stop learning! In only ten frantic minutes, they can learn team building skills that will be useful their whole lives! *FUSE* is a frantic game of rolling dice and defusing bombs that will challenge the whole family to work together. *FUSE* is a great reminder that teamwork is the path to victory. With only ten minutes, you have to trust everyone and communicate well to conquer the higher levels of this challenging game. Also, the free Renegade Companion App helps intensify your missions!

Number of Players: 1-5 • For Ages: 10+ • Playing Time: 10 minutes • MSRP: \$30.00



## CREATIVE TILES: CASTLES OF CALADALE (RGS 00531)

Some of the most popular activities for kids involved a pile of connectable bricks (digital or physical ones!) and the expectation that anything is possible. Children need a chance to create something without limitations. A long mid-year break is the perfect opportunity to harness that creativity. *Castles of Caladale* challenges players to build a fairytale castle, one tile at a time. You can build it any way you like and even change tiles as you go. By the end of the game, you can finish up what you were working on and score your castle, or just admire what each of you has created! I appreciate how forgiving this game is for new players because any mistakes you make while building can be fixed and moved until you're happy with the end result. A quick photo of your final castles will be worthy of a spot on your refrigerator!

Number of Players: 1-4 • For Ages: 8+ • Playing Time: 30 Minutes • MSRP: \$30.00



## SCIENCE LESSONS THE FUN WAY!: JUNK ORBIT (RGS 00810)

As a kid, I spent a fair amount of time pouring vinegar into a volcano-shaped pile of baking soda but I'm not really sure how much science I learned. *Junk Orbit* sneaks in and gives you a really concrete understanding of Newton's third law of motion without you even knowing it! For every action, there is an equal and opposite reaction in this game of planetary orbits. Shoot cargo out of the back of your ship and move forward an equal number of spaces. Try to land your junk or move your ship to the correct locations to score points! Easy and simple science packed into a fun and memorable experience.

Number of Players: 2-5 • For Ages: 10+ • Playing Time: 30-40 Minutes • MSRP: \$35.00



This summer, take time to enjoy all the special moments with your family while building memories, skills, and knowledge that will last a lifetime. Happy gaming!

...

*Sara Erickson is the Director of Sales and Marketing at Renegade Game Studios. She is also an aunt for four lovely little hooligans that are sometimes nice enough to let her win.*





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# KOI™

*A Celebration of Beauty and Simplicity*



## KOI

SND 1003..... \$39.95 | Available September 2018!

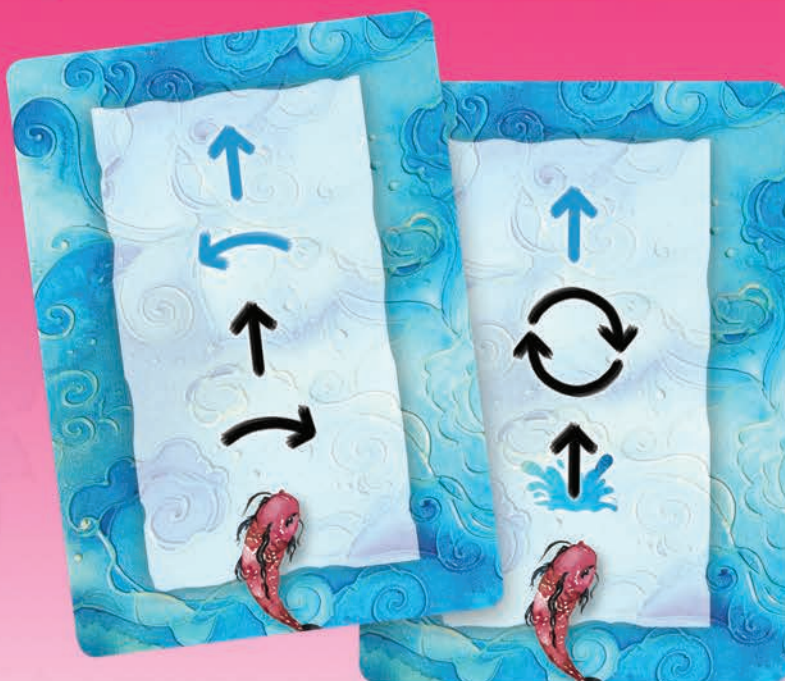
There is a great power in beauty. Indeed, many of us make decisions as to whether we stock a game based on the power of its cover. Given that, a simple glance at the breath-taking illustrations wrapping Smirk & Dagger's upcoming game, *KOI*, may be enough to convince you to take a chance on it. The bright water color inks and fanciful swirls of fins and water draw the eye and invite people to pick the box up to learn more. Yet, the game's true beauty comes not from its art, but from its simple, clean design – and happily, playing the game is just as welcoming and captivating as the imagery that brings its theme to life.

*KOI* is a light strategy game for 1 – 4 players and plays in 40-60 minutes. As a Koi fish, players spend their days (turns) swimming to and fro by playing movement cards from their hand, with the goal of gobbling up as many dragonflies and frogs as they can. Each movement card has from two to four programmed moves, for example, swim straight, turn, rotate in any direction or even leap over a space. Some movement icons are mandatory when played, but others, shown in blue ink, are optional, providing players a means to adapt the card to the situation. On their turn, a player may play as many or as few cards as they wish, one at a time, potentially holding some cards back for use on another turn or instead deciding to push forward, determined to eat one last dragonfly.

Nearly all the movement cards have turn icons, so navigating a straight line is rare. This meandering path is beautifully thematic. The Koi cannot help but swim back and forth, lazily, across the hexes of the game board, as fish do, and then, suddenly surprise you as they dart towards a meal with a splash. Combined with the stunning artwork, the game conveys the serene atmosphere you'd expect to experience at a Koi pond.

During set up, your tranquil pond is dotted with decorative stone and a few lily pads but, through the use of Natural Beauty cards, a player may further enhance their surroundings. Designer Bill Lasek commented, "I have always seen board games as a form of art, so I wanted to create a game with engaging table presence, that was beautiful out of the box, and something that continuously became more beautiful as you played. A form of kinetic art that is constantly changing and becoming more complex."

Moreover, Natural Beauty cards are where a good deal of the fun lies, for every addition of a new lily pad, cherry blossom, ornamental stone or frog tends to cause







turmoil beneath the still waters for the other Koi. "It was important to allow for a lot of varied strategies and to create real meaningful choices," said Bill, "That is why I designed every Natural Beauty card to have two uses. Each can be used to either benefit the player or to frustrate their opponents. Nothing is 'one note' in this game – but choosing one type of use, also removes a chance at the other."

Lily pads are helpful for all, as they spawn dragonflies every turn, each of which is worth three Victory Points when eaten. Whereas Frogs pose a truly delicious dilemma. Frogs are delicious one VP meals all their own, so players may place them within easy swimming distance to score. Just as often, however, they are put to more devious use. You see, Frogs also enjoy eating dragonflies. So, placing one adjacent to one or more dragonflies on the other side of the board is a wonderful way to deprive opponents of their dinner – and secure your lead.



Cherry Blossoms ripple the surface of the water as they land, causing all living things to scatter in the opposite direction. If you play them wisely, it may drive a wayward dragonfly right into your mouth – or send an opponent off track. Stones can be placed to block an opponent's path – or, in clever combination, to cause dragonflies and frogs to hop one space further so you can eat them. These all make for tough choices and memorable plays.

Every round a new Weather event card is revealed – and as the weather changes, so must your strategy. You may be given a choice between playing cards – or increasing your hand size for next turn. The heat may make frogs more active, causing them to hop towards the center of the board on each player's turn. Or the pond may flood, resetting the board and pushing the Koi to the outer edges. It is different every game.

At the end of seven days (rounds), the game comes to an end, with the best-fed fish being declared the winner. After all, a Koi must be well fed and tenacious if they one day hope to become a dragon – the legendary reward of a Koi's strength and perseverance.

With this third release under their new imprint, Smirk & Laughter, the company's larger strategy has become more and more apparent. The entire Laughter line seems optimized to appeal to the flood of new, casual gamers into the hobby. Approachability, inclusiveness, simple to grasp rules and game play that connects with players on an emotional level are all geared to entice and engage this new audience. "That's how we will continue to grow our hobby. Bringing new people in", said Curt Covert, owner of Smirk & Dagger, "and it's not just the new faces coming into the stores, games like these are just as interesting to more dyed-in-the-wool gamers as a means of helping their own families and friends to discover a passion for gaming."

This is where KOI shines most brilliantly. It has enough depth to satisfy any long-time game fan, but is so easy to explain and demo, that gamers of any skill level can easily dive right in and be playing in moments. The descriptor, "Light Strategy" is a perfect one, with skill being mitigated by the luck of the draw and a few mild 'take that' mechanics. "It's an oddly zen-like experience," said Bill, "yet competitive."



KOI may also be played as a solo game. This is an area of the hobby getting a lot of interest lately, as gamers hunt for new, interesting titles they can play on their own. These customers will appreciate that the solo game pits you against an AI opponent which you must win against, rather than simply trying to beat your own score. As they look for more of a challenge, the AI can be increased in difficulty.

KOI will appeal to a lot of different audiences, and best of all, can be sold on its art and a brief description of play. "Show a customer how to move their Koi with just one movement card," said Curt, "highlight the joys of adding rocks or a frog to the board to mess with an opponent – and it is all the 'demo' you will need to drive interest."

KOI releases September 2018 and is going to make for some great Holiday sales, throughout the back half of the year. Pick this one up.

Curt Covert is the owner of Smirk & Dagger Games. A fifteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. In 2018, his new line, Smirk & Laughter, has begun reaching a broader audience than ever with games intended to connect with players on an emotional level.







# PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



## EPISODE #1 - PAINTING RED

Welcome to the first "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice to the table.

### TECHNIQUE - LAYERING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the swatches to the right and the WizKids' Vampire miniature on the next page.

You can paint as many layers as you like to create the appearance you are after, the more layers you use, the smoother the transitions will appear. It is important to remember, however, that the more layers you plan to paint, you'll need to thin your paints a little more so that you don't obscure the details of the miniature.







**1** Begin with a "zenithal" prime. Prime the model with black spray first, and spray white primer from overhead to be able to clearly see the folds of the cloak.



**2** The first layer is actually two slightly thinned coats of Vallejo Model Color Hull Red.



**3** The next layer is Vallejo Model Color Burnt Red, painted carefully to leave some of the Hull Red in the shadowed areas.



**4** The next layer is Vallejo Model Color Carmine Red. It was, again, painted carefully to leave the previous shadows.



**5** To add a final highlight layer, Dave created a mix of Carmine Red and Vallejo Model Color Dark Sand in a 75:25 ratio. This was painted primarily along the top edges of the folds near the shoulders.



**6** To tone down the slightly pink feel of the final highlight, Dave painted a thinned layer of Vallejo Model Color Transparent Orange over the entire cloak.

This is a technique called **glazing** and it is most often used to change the hue of a paintjob.

## BONUS TECHNIQUE - STIPLING



As we all know, vampires are often found lurking around in dusty crypts and corridors. It would make sense, therefore, that their lovely cloaks would become dusty around the edges. For this model, Dave used an old drybrush (pictured here) to carefully apply some Vallejo Model Color Basalt Grey. He put the paint out on his palette, dabbed the end of his brush in it, wiped most of the paint off the brush, and finally dabbed the paint onto the edge of the cloak in a gentle stabbing motion.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





# **RIISING SUN (COL RSU001)**

From CMON, reviewed by Eric Steiger

 14 & Up	 3 - 5 Players
 120 Minutes	 \$99.99

When Eric Lang first described *Chaos in the Old World* to me, he said it was “An American wargame with a Euro under the hood.” It’s been 10 years since then, and that game is no longer available. However, the newly released *Rising Sun* from CMON also fits that description, and that is a very, very good thing. Now in retail release after having raised a bajillion dollars on Kickstarter, *Rising Sun* will seduce you into playing a wargame with its beautiful miniature samurai and monsters, only to find you’re playing a resource management and worker placement game akin to *Puerto Rico* or *Race for the Galaxy*. With *Godzilla*.

In *Rising Sun*, you play as a clan attempting to wrest control of a fantastic, exaggerated medieval Japan over the course of one very busy year. Each of the first 3 seasons progresses from a Tea Ceremony through Political Mandates into a War, and the game ends when winter arrives to bring endgame scoring. During the Tea Ceremony, you form alliances with other clans, based on mutual advantage and whatever you can bribe another player with. After that, you perform political mandates in a very Euro-style manner. There are 2 copies each of 5 different mandates shuffled together in a stack. The active player looks at the top 4 and chooses one, placing it face up on the table.

The mandate gives every player an action of some type, whether it’s recruiting troops, buying advantage cards (or a monster), moving troops, or harvesting resources. Additionally, the active player *and their ally* gets a special advantage from the mandate, such as a discount, extra troop, opportunity to build a new castle, or extra resources. The fifth mandate, Betrayal, doesn’t give the other players an action, but it does allow the active player to break their alliance and subvert some opposing troops.

A player’s troops come in three different flavors: bushi, Shinto, and your Daimyo. Bushi are the rank and file troops you use to gain board presence. Shinto can serve as troops, but can also petition one of the four

Kami (gods) at the top of the board to give you an advantage periodically during the mandate phase. Daimyo are also troops, but are immune to many of the dirty tricks that can be pulled on you by the other players. Additionally, you have access to really cool-looking monsters with all

kinds of nifty effects, if you’re willing to pay for them.

Once the politicking is over, the war begins. The thing you have to understand about war in *Rising Sun* is that it’s expensive, and winning a battle may cost you a lot of resources with very little reward. In every province where there is a battle (and not all provinces will have battles every season), players secretly bid on each of the 4 different war advantages: Seppuku, Hostages, Ronin, and Poets. Only the player who bid the most on each advantage gets to use it – seppuku allows all of your troops to die honorably before the battle, giving you points and honor. Hostages allow you to take one of your opponent’s troops hostage (including a monster), removing it from the battle. Ronin allows you to hire wandering samurai to your cause, temporarily boosting your cause. Poets

allow you to gain extra victory points based on the number of casualties. Here’s the catch – if you lose the battle, you lose all the money you bid on war advantages (as well as all of your troops there). But if you win the battle, you have to give all of the money you bid to the loser(s) as war reparations. The only thing winning the battle gets you is the province’s war tile. If you have 3-4 different provinces’ war tiles at the end of the game, you get 10 points; 5-6 different provinces gets you 20; and 7 or

all 8 provinces gets you 30 points. Because it’s only different provinces that get you the big bonuses, it rarely behooves you to fight in a province you’ve already won in a previous season.

Here’s the other thing: every single clan has a different special ability, and they are all *crazy broken*. One clan gets to ignore all movement and placement restrictions. One clan gets to ignore costs of cards and castles and just pay one coin for anything (or less). One clan gets to ignore the political mandates they draw and just choose whichever one they want to use. And the turtle clan’s strongholds are on actual giant turtles, which can move around the map and fight in battles.

Beyond the strategy, though, the game is just beautiful. The art is amazing, the clan miniatures are top notch, and the monsters are super cool. I have drooled over the paint jobs I have already seen online, but they are great looking straight out of the box. And I haven’t even started on the expansions yet – new Kami abilities, new monsters, and 2 additional clans, all with more gorgeous miniatures and added options.

...

*Eric is your friend, and friends wouldn’t let you play bad games.*





# ♦ ROLL FOR INITIATIVE ♦

## *A New Guide is On the Way!*

Tabletop gaming of all kinds is bigger than ever, and Gemstone Publishing's latest "how to" book is here to provide an in-depth look at this booming hobby. *The Overstreet Guide to Collecting Tabletop Games* takes a look at tabletop games of all kinds, from pen-and-paper role-playing experiences to collectible card games, from modules to miniatures, and everything in between. This guide includes the history of tabletop adventures and other board games as well as a look at what makes them so collectible, plus interviews with veteran industry pros and seasoned collectors alike. From the publishers of *The Overstreet Comic Book Price Guide*.

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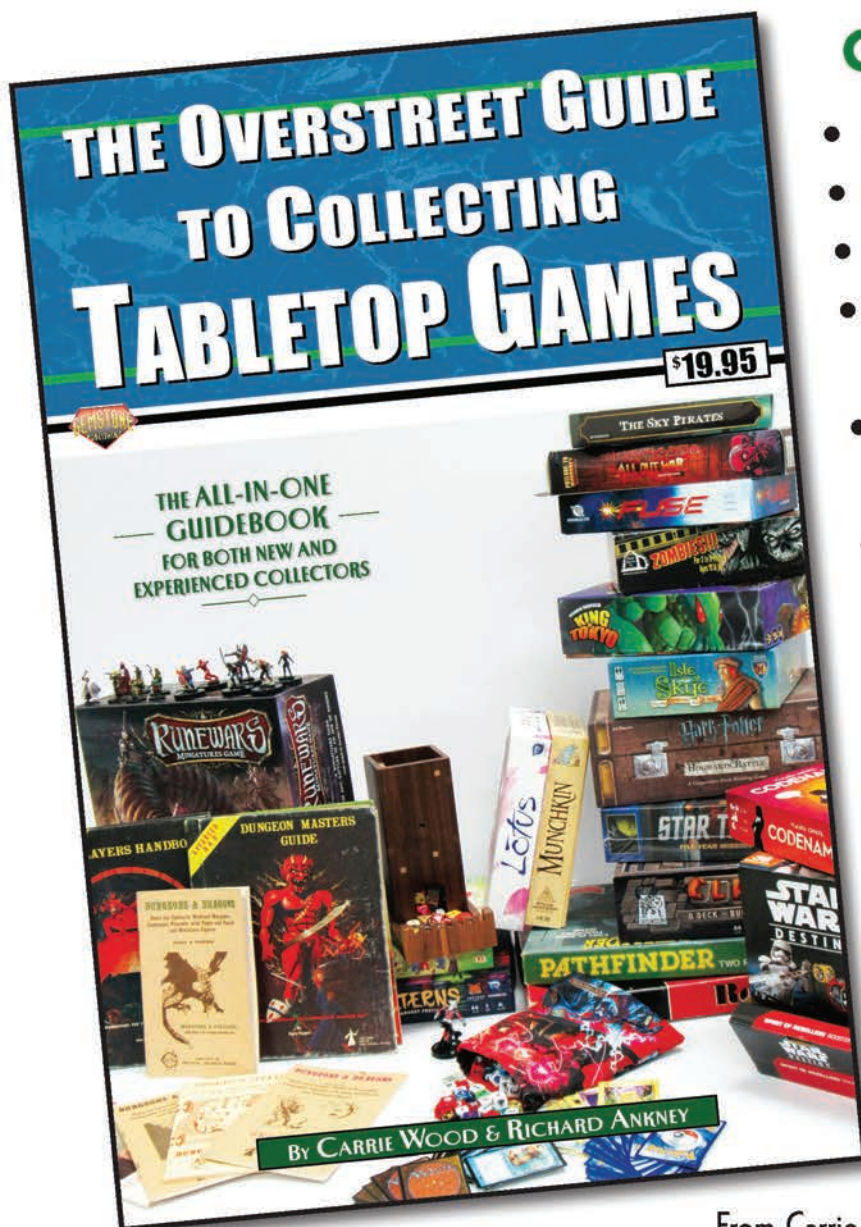
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From Carrie Wood (author of *The Overstreet Guide to Collecting Video Games*) and *Game Trade Media*'s Richard Ankney.

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## PLANET OF THE APES (IDW 01279)

From IDW Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



14 & Up	1 - 4 Players
90 - 120 Minutes	\$59.99

We grew up watching the original Planet of the Apes movies and loved them, so we were excited to try this game out. Apes have taken over Earth and are now in charge. Humans are basically slaves to the apes and are looked down upon as lowly creatures. This game uses the storyline from the original movies, with Colonel George Taylor as the main character in the game. Colonel Taylor is an explorer who takes a crew into space to hibernate for centuries, to hopefully return to a "better" Earth. Unfortunately, their ship crashes, some of the crew don't make it, and they wind up in the future on the Planet of the Apes fighting for their lives.

The game is played cooperatively through scenes in the movie. The goal is to get through eight scenes, the last of which is the Discovery challenge. We played it twice before writing this review, and never got past scene four — so we have a new determination now to beat this game! The players lose the game if:

- All characters in the game are defeated
- The Statue of Liberty advances to the zero field on the fate track
- The Ape character reaches the zero field on the fate track before Taylor does in either scene six or seven; or, if the players get to the Discovery challenge and fail

So, lots of ways to lose — one way to win — but the challenge is fun!

### GAME SETUP

Everyone is playing a characteristic of Colonel Taylor. It is suggested that if you play alone, play two of his characteristics. The two of us each played one characteristic: Phil played *Cynical Taylor* and Jane played *Clever Taylor*. There are also *Defiant Taylor* and *Commander Taylor*. Each has special abilities you can use in the game. Each player starts the game with their character card, two skill tokens, and 1 special card.

The board has a Scene Track for the seven scenes plus Discovery challenge, a Fate Track which tracks Taylor's progress through a scene, a Day Track for sunrise/day/night, and places for the card decks: Planet of the Apes, Action, and Special cards.

Odd-numbered scenes have just one Intro card, with instructions on how to play that scene. Even-numbered scenes has a deck of cards

where you must complete different encounters to win that scene. If you fail any of the encounters, bad things happen!

There are four standees. There is a sinking ship to track which scene you are on. Colonel Taylor's standee shows your progress on the Fate Track. The Statue of Liberty and a standee to represent the Apes are also on the Fate Track. The Statue starts on space 13. There are also 16 dice in white, gray and red colors, plus skill and damage tokens.

### HOW IS IT PLAYED?

There are three phases to a scene:

- **Start Scene Phase.** Someone reads the Intro card for the first scene and players follow all directions on that card. For example, each player decides if they want to take one, two, three, four, or five action cards to start their hand — but — **be careful!** You must roll as many dice as the number of cards you took. Every odd number you roll hits you with damage! The exception is if you take five cards and roll five odd numbers, you start with only four hits, because five would immediately defeat you. The Intro card also tells you how that scene ends — in some cases like Scene #1 it ends right after you complete the instructions, and then moves you to Scene #2. The Scene #2 Intro card, for example, tells you where to start the Taylor and Ape standees on the Fate Track. That scene ends when either the Apes or Taylor make it to zero. If Taylor gets there first, good things typically happen. If the Apes do, well... It's usually bad!
- **Action Phase.** For the major scenes with Encounter cards, read the Intro card first, and then put three of the Encounter cards for that scene face-up. Each player can take three of these actions on their turn:
  - Draw an Action card to their hand from a face up selection or from the deck
  - Reset the Action card tableau, which contains two face-up cards
  - Try to complete an Encounter! Completing an encounter may consist of rolling dice into certain patterns, playing action cards, or a combination of both. Winning the encounter makes good things happen, like gaining skills tokens, moving Taylor down the track, or moving the Apes farther away. If you lose the Encounter, bad







things happen like the Apes and Statue standees moving closer to zero, or your character takes damage! If an encounter is won it is replaced with a new encounter; if lost it stays there for someone else to try.

- Give one action card to another player who may need it
- Play a set of two matching cards to heal one damage, or a set of four to heal three damage
- Play four ally cards to move the Apes standee back on the track
- FREE actions you can take: Gain skills, gain a red die, or draw a special card to use



At the end of each player's turn, check if you met the End of Scene Requirements. If you did, read the End of Scene rules. If not, move the Day Track token forward, and pass the active character token. If the Day Track lands back on Sunrise you must look at the current encounter cards to see if any (or all!) have a Sunrise action. These can be very bad, like moving the Apes or taking damage. You must also pick and immediately play a Planet of the Apes card — these often bring bad news, but one in a while can be good.

The goal is to be victorious in each scene to move to the next one, but some scenes allow you to move forward even if you failed. If at any time your character takes five damage, you are "Defeated" but not out of the game: Turn your character card over to the *Defeated* side which eliminates most or all of your special abilities, and you can still play. However, once ALL characters are defeated, you all lose the game!

### **TIMING OF THE GAME**

It says 90 to 120 minutes on the box, but with two players and only surviving into the midst of Scene #4, it took less than an hour so. If you make it through all the scenes, the box timing is probably accurate.

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





## SENTIENT (RGS 00573)

From Renegade Games Studios, reviewed by John and Isaac Kaufeld

 12 & Up	 2 - 4 Players
 30 - 60 Minutes	 \$55.00

If the artwork in *Sentient* from Renegade Games is accurate, we look forward to a future filled with shiny intelligent robots and fascinating strategic decisions. And holograms, too. Lots of holograms.

*Sentient* enlists you in this future as the head of a company that's working to turn a profit (in victory points) from these intelligent bots by carefully selecting, placing, and putting them to work. If you get the right mix of bots and a strong group of investors, then your company will come out on top.

Let's look at the top five things you need to know about this futuristic technological world.

### PLAYER COMPANIES AND THE FACTORY

At the beginning of the game, players randomly select two boards that represent their company. The right side of each board shows the market segment of the company's key investor (more about the investor mechanic later — it's pretty cool).

The left side of the board supports the game's theme with futuristic panoramas showing the company's location. When put together, the two boards give each company a unique name ("Capital Consortium," for example) and set up spaces to organize the player's dice and robot cards.

### ABOUT THOSE DICE

Each company gets five dice. Although the dice match the colors of the robot types (green, red, blue, pink, and purple), there's no direct connection between any particular die and a type of robot.

At the start of each round, all players roll their dice and place in them in the matching color-coded spots on their company boards. This sets the stage for the game's primary mechanic: acquiring robot cards, playing them in the spaces between two dice (what the rules call "plugging them into the network"), and adjusting adjacent dice based on the card's instructions (called "calibrating").

### MATHING WITH ROBOTS

The game system creates a fascinating connection between the the company dice and the robot cards you play. Each type of robot card scores points in a different way.

Information bots, for example, score points if one or both of the dice next to the card show the card's target number. Service bots use a calculation based on the dice values to determine points. Transport and Military bots compare die values using simple equations like greater than and equal to. Finally, Industry bots look at whether the die values are even or odd.

### THE CALIBRATION CHALLENGE

In addition the scoring criteria, each card also displays a plus, minus, or equals sign in the upper right and left corners. These form

the "calibration" part of the game mechanic — and can put a serious twist into your strategy (and maybe even kink your brain a bit).

When you "plug in" a robot card by playing it next to your company board, you adjust the two dice next to it according to the card symbols, adding one for a plus, subtracting one for a minus, or leaving it alone for equals. That's no problem for the first card or two, but as you put more cards into play, the later cards often mess with die values you needed to make the earlier cards work. Gah!

Luckily, you can use one of your five assistants to stop one of the calibration instructions. But you also need your assistants to help you claim investor tokens at the end of the round. This creates a delicious and challenging tension to your strategy. (In fact, it's one of our favorite parts of the game.)

### SCORING THE ROUND AND CONVINCING INVESTORS

To claim robots, you place one of your four agent playing pieces above the card in an area called The Factory. The Factory has a row of investor tokens and victory point chips with robot cards positioned between them. The agent

piece does two things: It marks the position of the card you took and it represents your influence on the on the investor tokens next to it. You can also add one or more assistants with your agent to increase your influence.

After players put all of their agents into place and claim four robots each, players score each of their robots and take victory point chips. Then they see who has the most influence over the five investor tokens. To do that, they compare the number agents and assistants surrounding each investor token. If you have the most, you win the investor. At the end of the game, you multiply the number of investor tokens by the number of your robots that match that investor type, giving you a final total.

### THE VERDICT

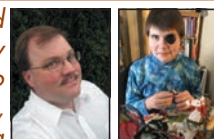
The first time we looked at *Sentient*, we actually felt a little overwhelmed. Math combined with dice manipulation? Yikes! That sounds like a much deeper strategy game than we anticipated.

Good news — once we dug into the details, we happily discovered that the game was fast, fun, and addictive. We both loved the puzzle and problem-solving aspects, along with the unique balance between strategy, planning, and simple luck of the draw.

Despite the fact that Isaac won every round of this that we played so far (not that Dad's bitter or anything), *Sentient* earns a solid thumbs up recommendation. Give it a go at your favorite friendly local game store!

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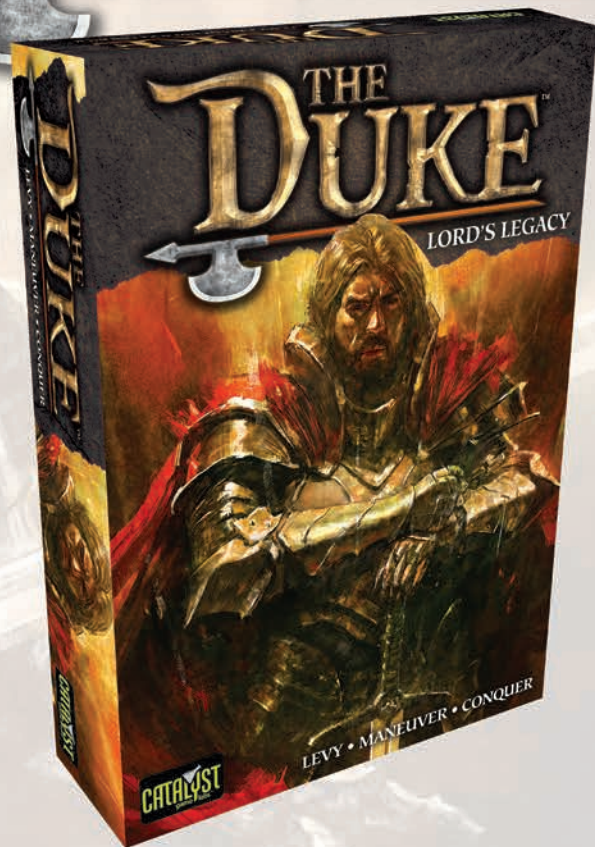
*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*







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In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

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**THE THING: INFECTION AT OUTPOST 31 (USO ST051524)**

From USAopoly, reviewed by Thomas Riccardi

 17 & Up	 4 - 8 Players
 45-90 Minutes	 PI

In the frigid wilds of Antarctica lies a research facility just named Outpost 31. At this facility people are doing research when they come in contact with a strange life form from another world. The problem with this life form is that it can take any form that it chooses. So the alien can be among your group and you need to figure out who is real and who is not. Will you be able to figure this out or will this newly alien race spread and thrive to conquer this planet? This is the setting of *The Thing: Infection at Outpost 31* by USAopoly.

One of the properties that makes this game unique is the scale as you have to have at least four people to play this game and can be played with up to eight. That's a lot of people for this game! The game is setup by first rolling two dice and whoever gets the highest roll gets the captain indicator marker (making them the captain for that turn). Next you lay out the gameboard along with the objective and infection trackers which measure your progress throughout the game. The infection level starts at zero however, during gameplay this will rise through encounters with the thing and if it gets too high the players lose. Next the mission cards are shuffled and if you have 4 - 5 players ditch all the 6-8 player cards. The supply deck is shuffled and five cards are dealt to all the players. Room chips are shuffled by sectors and then placed in the corresponding rooms and as players (starting with the captain) start to choose their characters from the ones with the most cards. Once all that is done all of the miniatures are placed in the rec room as well as blood samples are dealt in secret to each player. One of the blood samples is an imitation but must be kept secret as you have no idea which player is human or the thing.



Gameplay starts as the captain draws a mission log card from the deck and any event cards have to be resolved (and another mission log card must be drawn from the deck). On each of these mission cards there are requirements that need to be met to accommodate this mission. Then the captain decides who he is going to take along to investigate certain rooms in the base. However, you must investigate rooms in your own sector (which is 1) before moving onto the next two sectors. Anyone who is left behind can decide to discard and draw another supply card as they are scavenging for new supplies. Next the amount of players that are doing the investigation draw cards from their supply deck and pass them over to the captain. The captain cannot show his cards to anyone else as not to tip off what he might or might not. This is where the game gets really intense

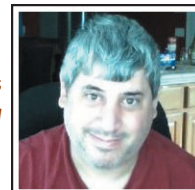


because if you want to complete the mission you can do so. However, if you are one of the infected then you can choose to sabotage the mission however, this might raise suspicion among the rest of your team. Once everyone hands in cards he will show each of them one at a time and resolving any sabotage card. If they cannot resolve the sabotage card or meet the goal of the room then the investigation fails or combat with the thing fails then contagion spreads across the base. You would move the tracker one spot up and if it reaches 8 (or 7 with 4-5 players) the game is over. If the players are successful in the investigation they can flip over the counter in that room that might give the characters gear, the ability to discard and redraw or combat with the thing! The game is won if you can get all the survivors throughout the three sectors and have all of your survivors be human with no imitations.

This game captures the frantic action of the movie and it is like being there as you need to talk with your fellow survivors to work things out. In fact the last part of the game will have the players voting yes or no to determine who might be an imitation or human. The components that come with the game are also beautifully detailed from the mission board and the manual to the expertly crafted miniatures that not only show the brave survivors but the hideous things as well! If you are a fan of survival horror games or the thing in general then look no further and pick up *The Thing: Infection at Outpost 31* today! For more information on this and other great games head over to <http://usaopoly.com/> and get ready to find out what is crawling under your skin.

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*





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